POLYHEDRON™

Newszine Issue 36

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Notes From HQ

A City By Any Other Name

The entrance sign to the Living City was going to read "Ravensgate."

That name received the most votes in our Name-The-Living-City-Contest announced in issue no. 32 of the POLYHEDRON™ Newszine. It was a wonderful name that hinted at mystery. And it fit because there will be plenty of mystery and adventure awaiting characters who enter through the bustling city's gates. Unfortunately, we can't name the city Ravensgate. That is the name of a product published by Ragnarok Enterprises. So, we could have selected the next highest vote-getter in the Name-The-Living-City-Contest. But no matter what that name was, it wouldn't have fit either. You see, the map for the Living City is finished, and it has ravens throughout it. So since we have to stay with the raven theme, a panel of experts at HQ are looking over Raven-something-or-other names. We will print the name of the Living City in a future Notes From HQ column.

However, if you are a fan of contests, don't despair. We will have another Living City contest announced in next issue's Notes From HQ column. And the same thing won't happen with that contest that happened with Ravensgate.

Where is the City?

The Living City is located in the Forgotten Realms a little south of the city of Tantras and on the Fire River. The Living City is on The Dragon Reach, an inlet of the Sea of Stars. There are mountains nearby, and there is so much land to explore.

For Joe

I attended Glathricon in Evansville, In., a convention which I am a little partial to since I used to be on the convention staff. However, the convention is special to me for many reasons, among them being the charity benefits the convention staff organizes. I want to share with you a few of the events held this year at that convention in the hopes it may inspire other convention coordinators to sponsor similar activities.

Joe Martin of Henderson, Ky., was a very active member of the RPGA™ Network and worked very hard with the convention staff to help put on Glathricon. Even when he knew he was dying of cancer he would show up at car washes that were being held to raise money for the convention, shaming other club members who thought they had better things to do with their time.

For many years Joe worked at a local television station, and promoted the RPGA™ Network, local conventions and gaming hobby by taping interviews of gaming pros which were broadcast throughout Western Kentucky and Southern Indiana.

Joe died of cancer a few days before GEN CON® 19 Game Fair, a convention he had frequented. His death leaves a void in the Network. He is missed very much.

This year to honor him the Evansville Gaming Guild at Glathricon sponsored the Joe Martin AD&D® Game Tournament for the American Cancer Society.

Each entrant paid $5, with all proceeds going to the local chapter of the American Cancer Society. Several people played in the tournament twice. The tournament, "In The Village of Martinburgh," was written by one of our regional directors, Rembert Parker, a former Evansville resident.

In addition to the tournament, TSR, Inc., donated a few copies of the Manual of the Planes, which were auctioned to benefit the Joe Martin Fund. Several other convention attendees auctioned items and donated money to the fund.

More than $500 was raised. Besides honoring Joe Martin, the Evansville group demonstrated to the public that gamers and the gaming hobby are respectable, caring and deserving of a good image.

Also at the convention, Network member Gary M. Williams, whose artwork graces the cover of this issue, drew a poster that was auctioned to benefit St. Jude's Children's Hospital. This has become an annual labor of love for Gary, who at each Glathricon draws gamers' characters on the poster for a $1 donation. The proceeds from the auctioned poster and all the $1 donations are always given to a children's charity. This year more than $100 was raised.

Network HQ urges other gaming clubs and convention committees to consider sponsoring benefit tournaments for causes in their areas. There are few better things a convention committee can do than to hold an event which shows gaming in a good light. The RPGA™ Network has established a "charity category" in the point system to help promote this idea. All RPGA™ Network tournaments held to benefit a charity are worth double the standard amount of experience points. However, we hope the members plays in these tournaments for the causes rather than the points.

Network member Reynolds Jones in Schenectady, NY, has promoted AD&D® Game tournaments to benefit AIDS research.

There probably are other benefit tournaments, but they have not been brought to the attention of the RPGA™ Network.

Thank You

RPGA™ Network HQ is striving hard to make sure the POLYHEDRON™ Newszines get back on schedule by the end of the year, to get tournaments to conventions and to implement the new point system. This is all being accomplished through many people's efforts, and these people should be recognized for their work.

Nancy Krakofsky, a computer programmer/analyst for TSR, Inc., is responsible for developing the programs which will keep track of all the players' and judges' points under the new and vastly improved system. Nancy, who has worked for TSR, Inc., for less than a year, has been "working out the bugs," in the new system and carefully scanning the "tournament histories" of Network members. Nancy says almost all of the bugs have been dealt with, and members should be receiving their membership cards with updated point totals and levels within the next few weeks.

HQ thanks members Errol Farstad for his continuing "The Critical Hit" reviews and Jeff Martin for his thought-provoking "Arcane Academe" series. Keep up the good work!

Thanks must also go to game designer James Ward, who has been working on various aspects of Ravensgate. James is the author of the first Living City tournament at GEN CON® Game Fair 20 and is an energetic creative force behind the entire Living City project.

Several of our members have been writing RPGA™ Network tournaments for use at conventions throughout the country. HQ thanks them very much for their efforts and the good times they are providing those conventions' attendees. However, there remains a great need for more tournaments. Network members wanting guidelines for tournament writing should write to HQ.

The POLYHEDRON™ Newszine also remains in need of more submissions. There continues to be regular writers for the newszine, but there must be many more talented people out there who can dust off their typewriter keyboards and warm up their word processors.

Letters

Suggestions

In the recent POLYHEDRON™ Newszine issue you mentioned in Notes from HQ some new programs that are being developed and also hinted at some new directions for the RPGA™ Network. You said that in later issues you'd be asking the membership to solicit their comments on these developments. I am sorry, but I cannot wait that long considering the current problems facing the RPGA™ Network and POLYHEDRON™ Newszine due to recent events.

I began gaming nine years ago. Even though I knew about the RPGA™ Network, I was unable to join until last year. The reasons why the RPGA appealed to me were that I'd be finding out what TSR, Inc., was doing, that I would be able to get gaming supplies at a discount, and be able to tell fellow gamers about my ideas on role-playing games. In time I discovered that the RPGA centered around tournaments and conventions. So much so, that when I joined I discovered your gaming abilities and ideas on gaming were judged by how much you participate in Official RPGA tournaments and attending conventions. This is an aspect of the RPGA that has never appealed to me. As one of my gaming buddies points out, "Just because someone does not participate in tournaments does not mean they're a bad gamer." As I have interpreted from material on the RPGA, the current purpose of the RPGA was to keep role-playing game enthusiasts in touch with one another so as to share ideas, compete in competition and expand on existing role-playing games. This is a great purpose indeed, but I have noticed that aside from establishing gaming tournaments and publishing POLYHEDRON™ Newszine (even though these are not bad) the RPGA seems to do little in actual stimulation of gaming. I have always felt that the RPGA needs to go out into the community and encourage this purpose. It is true that we cannot force people to play, but the RPGA should at least help gamers by finding/providing space for gaming (if needed), providing information where these role-playing games can be purchased and encouraging gamers to play new role-playing games (or versions like AD&D® Game Oriental Adventures) and modules. As I see it, TSR, Inc., makes the games, DRAGON® Magazine expands them, local stores sell them and the RPGA attracts the gamers.

You mentioned Regional Directors for the RPGA in the last issue of the POLYHEDRON™ Newszine. I think the RPGA could go further by having different levels of internal management, each having well-defined purposes. At the top could be the Global HQ. This Global HQ would take care of the processing of new members, the membership packages, and the necessary legal matters. The Global HQ would also be responsible for publishing and distributing POLYHEDRON™ Newszine. Below the Global HQ could be the Regional HQ, which would take care of gaming conventions and regional tournaments. These Regional HQs should have directors responsible for states (or the equivalent in foreign countries). There should also be one Regional Director totally responsible for the Armed Forces. Below the Regional HQ could be the Local HQ, which would take care of local gaming fairs, local tournaments and help (or be responsible for) the establishment of gaming clubs and groups. The local HQ should be in charge of an area the size of a county (or the equivalent in foreign countries), so as to be able to work more efficiently with local community agencies and offices in obtaining the permission to use public (or school) property for holding gaming clubs/groups/fairs.

As for gaming tournaments or "turnies" as my friends call them, I always thought it might be better if the RPGA had levels of competition like that of high school or college sports. Starting at the bottom you could have club tournaments done by a gaming club. Then the winners of these tournaments would go on to compete in the local tournament done by the Local HQ. The winners of the local tournament would then go on to compete in a state tournament. And then on to a regional tournament, and then possibly on to a global tournament. The tournaments could judge and award prizes according to the rules established by the RPGA to the following participants: judges, players and teams.

As for funds for these programs and activities, I have always believed that local stores which sell role-playing games, along with the producers, like TSR, Inc., would not mind contributing monies to the RPGA, since the RPGA would be encouraging gamers to play the games and products they sell. In this way, the membership will not have to pay for most of the bill. I have noticed in the past that most gamers like to play role-playing games, but when they have to pay to play, their purse strings get tight.

I hope these ideas are helpful to you at HQ in the expansion of the RPGA.

Drew Martin
Rockville, MD

Thanks for your interest in the direction of the RPGA™ Network. I will try to answer as many points in your letter as possible.

First, I don't believe the RPGA centers around tournaments. Tournaments are only one aspect of our Network. However, it is perhaps the most visible aspect, and an ever increasing number of gaming, comic and science fiction conventions are requesting an increasing amount of RPGA-sanctioned tournaments. Some of these tournaments have received news coverage. And, unquestionably, the presence of tournaments at traditionally non-gaming conventions is increasing the public's knowledge of the gaming industry and the RPGA™ Network.

As the RPGA™ Network embarks on more projects, I believe you will see there is much more to the Network than tournaments. For example, as Ravensgate, The Living City, evolves and the newsletter becomes available, I am certain the RPGA™ Network becomes known for this project. In addition, the POLYHEDRON™ Newszine, another vital aspect of the organization, is getting back on schedule and will stay on schedule.

You say the RPGA™ Network does little to stimulate gaming. This is changing. The Network's visibility at science fiction conventions is making non-gamers more aware of the hobby, and publicity we are receiving in book store newsletters and in TSR, Inc.'s new bi-annual newspaper that will be available at hobby shops and other locations is helping. In addition, many Network members and clubs within the RPGA are working to interest others in gaming and to put gaming in a good light (please refer to Notes from HQ).

And as for helping people find places to game- ... Well, that is a difficult matter, but one we will be addressing in future issues of the POLYHEDRON™ Newszine as our club program develops. We will be making suggestions to clubs about how to find places to play and how to attract more members.

Your suggestions about Regional Directors and your proposed various levels of internal management are interesting and well thought out. However, the RPGA™ Network currently does not have enough members to warrant such a system. Your ideas about various levels of competition - local, state and regional have merit. Along that line now, the Network has various levels of tournaments - Regular, Masters and Grand Masters - for players who have reached certain levels by participating in several tournaments.

Jean

On The Living City

David Axler's ideas on the Living City (presented in POLYHEDRON™ Newszine no. 32) are interesting. The presence of limestone cliffs and caves overcomes a major problem I was worried over. A coastal city must have a very high water table or the third level of any dungeon would be flooded. Giving us a chance to go sideways and down make for a tremendous amount of room to put in dungeons.

But there are some major problems as well. The most serious is that we are trying for a generic city here, one that can be used in most any campaign. When we give it unique features like high cliffs right on the coast on a major river, we are in danger of making it unusable in many campaigns. We should really stick to a normal, flat coastal city.

And the geography would almost certainly send any geographer into convulsions. A major river that flows at a rapid rate cuts through even hard rock at a rapid rate. Through limestone, the rate would be all the faster. Thus we find that all major rivers flow through nearly flat ground. We are not talking about any Mississippi here either. My guess is that with a drop of 3 to 500 feet in three miles, a Mississippi would carve out a mile of rock every year, down to the sea level in short order.

Still, we do not need to change that much to make it reasonably possible and retain the advantages of those cliffs. our model would be a city on the Red Sea with a trade route connecting it to the Nile. Instead of a major river, the river would be a relatively minor one, augmented for travel purposes by canals and dams. Most boats would have to unload in the harbor. A few small ones could manage to go upriver a ways beyond the city, but most travel at that point must be on land to a major river system which has no easy connection to this body of water.

On the legal system, we will want a pretty wide open town. A town with a strong legal system is dull and precisely what we don't want. We want a situation where the PC can provide the law, or lack of it. The better parts of town will have stronger law, of course, but the legal system will be weak. Nor do we want harsh punishment for captured criminals. The PC is going to be that (accused) criminal all too often, and we don't want to kill him off in some dull trial when he can be eaten by a dragon instead.

David Carl Argall
La Puente, CA

Thank you for your thoughts on The Living City. The city is located in the Forgotten Realms. The precise geography and legal system is being developed. In addition to the city itself, there will be a considerable amount of land the RPGA™ Network can develop. This is going to be a very exciting project for the Network, and one — which in many respects — will help put the RPGA™ Network literally on the map. However, the success of this entire project will depend on how much the Network members get involved. We will be publishing guidelines for submissions within the next few issues.

Jean

On A Soapbox

I hate to sound preachy, but this topic is close to my heart and it seemed to be something you should hear.

In recent years, we have all gotten a lot of enjoyment from the role playing game industry. There are fantasy games, superhero games, science fiction, horror, espionage and humorous role playing games. However, despite this wide range of themes that we can enjoy, the topic that still gets the most attention is Fantasy Role Playing, and one game in particular. A major reason is that the supporters of Fantasy Role Playing are a very vocal lot and write letters, articles and answer magazine surveys. In general, the fans of other themes and games do not.

The result of this is often the demise of a favorite role playing game, because the company does not see any customer interest or support.

Two cases in point. Several fans of STAR FRONTIERS® game have complained recently about the lack of new products. Frankly, TSR, Inc., has no plans to create more products in the future since there seemed insufficient fan interest. There have been few letters, sparse articles or requests submitted to your favorite gaming magazines, and a recent DRAGON® magazine survey showed a decided lack of interest in anything not fantasy oriented among those who took the time to respond.

Case two. The GAMMA WORLD® game was revised and returned to the market after a year hiatus when enough demand was heard from the public for the game. However, now that it was released in 1986, response has been decidedly lackluster - and frankly we can all anticipate its fate if response and interest doesn't pick up.

Now it seems to me that these games do not really suffer from lack of fans. I have received dozens of calls and inquiries and frankly more than 1,000 (yes, I keep count) messages of praise for the new GAMMA WORLD® game system. However, those quick to offer a word of support are slow to put it in writing, or to respond to surveys, or to encourage their friends. We don't see new articles supporting these non-fantasy role-playing games frankly because no one takes the time to write them or letters requesting their presence in a favorite magazine.

I like fantasy role playing. It is still the easiest type of game to get into. But I really enjoy science fiction, pulp heroes and horror adventures when I can find a game. But there just isn't the support product for these games, because we the consumers don't let the manufacturers know of our interest.

Enough harranguing. Here's something we can do. If we really want to see excellence in role-playing, let's become vocal. Write the manufacturer of your favorite game, or encourage your favorite gaming magazine to support something besides Fantasy Role Playing. Or better yet, write articles. And best yet, talk to your friends and local hobby store, sharing your interest and increasing support for other games.

Here's a specific campaign to fight.

The GAMMA WORLD® game is back-...the game rated the most popular science fiction game in a recent DRAGON® magazine survey. You asked for the game, and it was returned. But since its release, the core of fans have remained silent. If you like the game and want to see more or better support, you have to tell the company and gaming magazines!

A recent review of sales shows that 62 percent of those who bought the GAMMA WORLD® game also bought subsequent adventures. That is a full 20 percent higher support than for any other role playing game. But total sales remain low. Obviously, there must be a loyal following out there. But we have received almost zero correspondence.

Look, Fantasy Role Playing games grew from fans introducing friends to the game and through those fans' written support, magazine articles and tournament participation.

If the role playing marketplace is ever going to grow to encompass new themes, it will only happen when fandom gets it together and starts writing and offering the same support given to Fantasy Role Playing.

Harold Johnson
Director, TSR, Inc. Consumer Division

Arcane Academe

by Jeff Martin

Why do you like to play the ADVANCED DUNGEONS & DRAGONS® game? I enjoy it because it is an escape, and the game allows me to be creative. Also, I think I enjoy it because I can play the game fairly well. If I thought I was a lousy player, I doubt my ego would allow me to continue playing.

Why does Jeff Martin think he is a fairly good player? I copy. I have had the pleasure of DMing and playing with some top-notch players during the past several years. I have a vast mental library of tricks, tactics and strategies these top-notch players have unknowingly constructed. It is from their skill and creativity that I draw.

What will follow in the next five installments of Arcane Academe is a collection of these tricks, tactics and strategies. The first four features will be broken down into character class groups (clerics, fighters, magic-users and thieves/monks). The last part will encompass magic items and miscellaneous concerns.

I hope this listing will aid the novice and expert player so they can better enjoy their AD&D® game. Also, I hope the listing will inspire players to think more creatively. This makes for better gaming for all of us.

The Cleric

I am a firm believer in the traditional form of the AD&D® game—you know, the type of game where each player acts as a specialist in a task force. Each class has its duties and responsibilities. The fighters should lead, the clerics should support, etc. A group is more efficient and harmonious when everybody understands the role they are to assume. Conflicts will arise when these roles are violated.

The cleric player character class is supportive in nature, although clerics can use their offensive power if the need arises. As the adventure unfolds, clerics should be looking for ways to restore and augment the power of their group.

ARMOR: Although plate mail and plate armor offer better AC ratings, banded mail is an effective and cheaper alternative. Its AC rating (AC 4) is only one worse than plate mail, and the base movement rate of 9" it affords characters can be very vital compared to the 6" movement rate for characters wearing plate. Magical banded mail armor should be a well sought after item because it affords characters a base movement of 12".

WEAPONS: The footman's flail is a prime choice for a weapon proficiency. Its damage is excellent, and its "to hit" adjustments verses armor type are superior to most weapons.

SPELLS: Below is a brief listing of some of the more interesting and effective uses for clerical spells.

Animate Dead Monsters: A cleric can carry a set of bones with him until needed. The bones can be slid under a door, passed through a portcullis or thrown over a wall. The spell can then be cast, and the skeleton can be ordered to open a door or raise a lever.

Command: Commands to "jump" or "swim" can be useful near cliffs and hazardous waters.

Continual Light: Besides other obvious uses, this spell can be used to mark a fleeing monster, impress a group of savages and construct fake magical swords.

Cure Blindness: Note that this spell can cure far-sightedness and near-sightedness.

Detect Lie: The reverse of this spell can be a powerful way of getting past a guardian or a single powerful monster.

Detect Magic: Only one inch thickness of metal will block this spell.

Dispel Magic: This spell can be cast on a single magic item to make it non-magical for one round. Carpets of flying and figures of wondrous power are good targets for this spell.

Endure Cold/Heat: This spell is superior to resist cold/heat because all magical cold/heat damage is negated for one round. It is good to use against cold/heat-using monsters that have but one charge with which to attack you.

Feign Death: This spell can act as a slow poison. And it is proof against all energy-draining attacks.

Glyph of Warding: It is a good idea for clerics to become familiar with glyph names. When the party encounters glyphs it is the cleric's responsibility to know how to disarm them.

Hold Person: If this spell is thrown at the front of a group of charging monsters, the sudden immobilization may cause problems for the monsters in the flank.

Protection from Evil: The reverse of this spell, protection from good, will keep out all good and evil enchanted creatures.

Silence 15' radius: This is useful against monsters which use sound to detect shapes or movement. The spell can act as an invisibility or blindness spell (the first being cast on the PCs, and the latter being cast on the monster).

Speak With Animals: This spell is very effective in information gathering, and it can be useful against charging steeds.

Sticks To Snakes: Sneaky players can turn captured poisonous snakes into small sticks of wood. These can be placed in strategic locations throughout an area or on a person before a melee to aid the party when the actual combat takes place.

Tongues: The reverse of this spell will inflict havoc if it is cast in the area of a force's commanding officers.

The Druid

As a sub-class of the cleric, the druid should look to support and enrich the power of the adventuring group. These characters also have the added responsibility of their nature beliefs. Although their power rests in the outdoors, a clever druid can use his power to aid a party in the darkest dungeon.

ARMOR: There is not a large selection. Some DMs will allow druids to wear metal armor, but they cannot cast spells or use any other druidic abilities while so armored.

WEAPONS: A spear is a good, cheap, all-purpose weapon for a druid.

SPELLS:

Barkskin: Various immunities may be granted to the druid because his skin actually becomes as hard as bark.

Ceremony: Rest eternal will make sure a slain opponent stays dead.

Conjure Fire Elemental: A patient druid has a good chance of summoning an efreeti. A druid has a four percent chance of summoning an efreeti each time the spell is cast. The efreeti ability to grant three wishes could be used to restore, regenerate and resurrect party members.

Cure Disease: This spell takes only one round to cast. The cleric's version of this spell is cast in one turn. Druids are the only hope for party members attacked by green slimes, rot grub, etc.

Detect Magic: See the clerical spell.

Dispel Magic: See the clerical spell.

Entangle: This spell is especially nasty when cast on the plants on cliff faces and underwater plants.

Feign Death: See the clerical spell.

Fire Trap: This spell can be cast on small vials before an adventure. These vials can

(continued on page 33)

PILGRIM'S POOL

The Conclusion of the Maiden of Pain Series

by Robert J Blake, Anita B Frank
and Rex A Zinn

An AD&D® Adventure for 6-10 Characters Levels 8-10

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Prologue:

The opening of the Book of Fate precipitated a conflict whose outcome will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. The first event depicted in the Book was the resurrection of the evil hero, Urho, who was destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

The situation worsened as the conflict spread to the outer planes. Dispatched by Ukko himself to save his son and the artifact he guarded, you discovered the teleport was wide of the mark and had placed you in the midst of a wintery wilderness. Aided by a mysterious metallic shard, you raced to beat an army of pohjolan ice dwarves bent on stealing the artifact. Overcoming the many obstacles the dwarves put in your way, you did manage to rescue the god's son and precious relic.

Your land of Kalevala is beset on may fronts, the latest a revolt of the serfs tormented by pohjolan agents. Journeying to the hot bed of the revolution to rescue Torval, the missing serf leader, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors, but assassins.

The discovery of assassins in Kalevala increased the fear that the nation would be hurled into further turmoil by the loss of its king, and the annual public ceremony to awaken the Great Bear from his winter's sleep would make the king a very vulnerable target. Quick thinking and the realization that treachery extended to the highest levels saved the king from the poisoned cup prepared by the king's chief advisor.

Ever since the opening of the Book of Fate the weather has been anything but normal. With only occassional breaks of sunshine, rain and snow, even hail, have been the norm, yet the temperature has stayed abnormally high. Flooding caused by melting in the snow-capped mountains has washed away many a river village. Even now the roiling clouds look as if they are preparing to vent themselves upon the hapless earth.

One of the clouds detaches itself from the maelstrom and begins a slow descent to earth. From out of its mists comes the familiar, weary form of Uriel, Air Maiden of Ukko, who has warned you of the past evils predicted by the Book of Fate. "Look once again upon the evil of the Book and observe what is fated to happen ulness you can prevent it!"

The whirling mists slowly coalesce into an image from the Book, revealing a cavern, its walls covered with a luminescent slime. In the center of the cavern is the Pilgrim's Pool, its once clear waters pitch black, polluted and corrupted, poisoning the roots of the Great Tree itself. Your vacant eyed, unmoving bodies lie scattered about its shore.

She speaks again as the image blows away upon the mists: "You must travel down the River of Truth, through the Frozen Mountains, to the Pilgrim's Pool. Once there, the Pool must be purified using the means you have at hand before it will be safe to enter and proceed to the Path of Purification."

Remember, no one can drown in the depths of its clear waters. Your bodies must be cleansed of the aura of evil you acquired through the actions of the undead-bole before your souls can be upon the path. Hurry, for it is two days journey to the Pool and the changes will soon be irreversible!" Finished, she enters the cloud and rises once again into the sky.

Notes for the DM

The pohjolan forces have been greatly aided in their attempt to overthrow Kalevala by an act committed by two thieves who were originally part of the party. While on a rescue mission to save a comrade being held hostage, these thieves inadvertently opened an evil artifact of great power: the Book of Fate.

Opening the Book set certain events into motion, the least of which was the deaths of the thieves. Each page shows an evil event which is fated to happen. It is only through Ukko's intervention, via his Air Maiden, Uriel, that the party has been able to gain enough information to try to prevent these disasters from happening, or at least modifying them so that any deleterious effects are not catastrophic.

Now the players must journey to the Pilgrim's Pool and purify it using the water in the vial from the undead-bole. They will be hampered along the way by climatic conditions and a series of illusions cast by the pohjolans.

In their previous adventures, the players acquired an aura of evil by being sprinkled with water from the undead-bole. *Know Alignment* spells cast upon them will show them as being evil. They must bathe in the pure waters of the pool to remove it and halt the change of their alignments to evil. They must then proceed through the pool to the Path of Purification.

The party has two items from previous adventures: a wooden vial bearing the crested wave symbol of Ahto, which contains purified water from the undead-bold; and a black, non-reflective mirror bearing the closed eyes symbol of Untama, obtained from the Rune Reader.

The skiff the party will be using is 16" long by 5' wide, allowing the party to sit in four rows. It is steered by a rear tiller, and may be poled along using the two stout poles on board.

Encounter #1 Illusions

> Having obtained a small skiff, you are now ready to begin your journey. The high priest of Ukko's temple has told you that while the river winds, it does not branch. One must only follow the river to reach the pool.
>
> The early-morning sun tries to burn through the mists revealing a swollen river, rushing to the southern sea. The morning starts with no unusual occurences, but later branches in the river channel appear. These lead off from the main body of water, but the central waterway is readily apparent.
>
> As the sun finally burns through the clouds, a piercing cry accompanied by the sounds of splashing fills the air. the eerie cry of a cavorting loon is a familiar addition to the day. The river curves abruptly to the southwest, passing a log-jam and a pool on the southeastern bank.

This is the first of a series of illusions cast by evil forces to obscure the true path of the river and prevent anyone from making their way to the path of purification. The main body of the river originally continued down the southeastern fork. The direction of the flow was changed by the ice trolls in Encounter #2, under the direction of Kiska, a 12th level illusionist. Rocks, boulders and debris have been rolled into the river creating a dam which has diverted the body of the river to the southwest. In addition, Kiska has cast a *Permanent Illusion* creating the image of the log-jam and pool.

If any member of the party states they are looking for the loon, he will notice it passing through the log-jam as it swims down the river. It will be obvious to whoever is looking that the loon is passing through the logs; not merely swimming around them. If the party does not notice the loon and discover the illusion, proceed to Encounter #1B, Ice Illusion. Otherwise, continue below.

There is still a small channel open which flows down the original path, however, this path is not large enough to allow the safe passage of the skiff. It is possible for the party to portage the skiff past the dam by using the rocks of the dam as stepping stones. Any character walking on the stones must make a dexterity check or fall onto the rocks, then into the water. A character will suffer 1d6 damage from the fall, and, if wearing metal armor, risk drowning. It takes a combined strength of 70 to carry the skiff and supplies. If half of the characters carrying the skiff fail their dexterity saves, they will fall and the skiff will be dropped. Those characters carrying the skiff who made their save must save again or fall as the skiff is dropped.

The skiff will float to the shore just a few yards ahead of the portage point and can be retrieved easily.

Encounter #1B Ice Illusion

The river slows somewhat after rounding the bend. Reflected sunlight gleams off the snow-covered hills, creating mini-rainbows over the spring falls. Pieces of ice of assorted sizes float aimlessly alongside the skiff.

Up ahead, three larger blocks of ice appear to be circling in an eddy just beneath the sloping mouth of a snow-covered cave. Bits of Flotsam, washed into the river by the flooding, flow through the pool and continue down river.

Suddenly, a dull thud is felt and heard as the skiff enters the pool, followed quickly by the lifting of the bow from the the water. All forward motion ceases as heads raise from the water, limbs uncoil from the floating blocks and icy hands drag the skiff toward shore. Coming out of the cave mouth are three large, near-transparent creatures, who begin throwing large balls of ice.

The creatures in the pool and on the shore are ice trolls, living in the cave and preying on unwary travelers. The three trolls in the water will pull the skiff out of the current, trying to tilt and rock it to cause characters to fall into the water. The water only is three and a half feet deep, which will cause any character in it to fight at −2 to hit. The dwarf and gnome will be unable to melee while in the water.

The trolls in the water will attack the nearest party members, trying to drag all of them into the river (succeeding on an unmodified "to hit" roll of 20). Each troll on shore will throw one ice ball (1d8) per round for three rounds. Then they will move into the water and enter melee, attacking any characters in the water in preference to those in the skiff.

Ice Trolls: 6; AC 8; MV 9"; HD 2; Hp 9, 11, 12, 14, 14, 15; THACO 16; #AT 2; D 1d8/1d8.

Encounter #2 Otters' Delight

The morning's problems behind you, the journey continues. The warmth of the noonday sun is partially offset by the breeze created by your progress down the swiftly-flowing river. Lunch has passed uneventfully, and it seems as if little will break the afternoon quiet. This proves not to be the case, however, as great, furred creatures surge through the waters ahead, creating a disturbance in the previously calm river. Several of the creatures have separated from the group and are now swimming toward the skiff.

The creatures are a family of five giant otters playing in the river near their den. Three of the otters are now swimming up the river to investigate the party. The remaining two otters will climb on shore and watch the party's actions.

The largest otter is a reincarnated cleric of Ahto named Sergi, who serves as both guide for pilgrims and guardian of the river. As is his normal practice, he cast *Detect Evil* as the party approached. Detecting the party's evil aura, he sent his children ahead to observe their actions. While they check out the party, he will cast *Spell Immunity* on himself, giving himself immunity to *Speak With Animals*.

Once the party is within range, he will cast *Cloudburst*, centered over the skiff in order to momentarily distract the party.

As if out of nowhere a sudden storm appears over the skiff, drenching everyone.

The otters will swim around the skiff, but they will not attack the party unless attacked first. One of the younger, smaller otters will try to climb into the boat, but can be easily rebuffed by a smack on the nose or any such action. These creatures are investigating the party's intentions under the pretense of playing.

If attacked, these three otters will try to capsize the skiff. If all three otters hit AC 5 or better on the same round, the skiff will capsize and the party will be dumped into the river. They will then try to drag any players they catch underwater. Any player characters wearing armor risk drowning. All characters will be subject to the otter's normal attack. A character in the water melees at −2 to hit.

The severity of this attack will be mitigated by the intervention of Sergi, who will drag any unconscious characters to the safety of the shore, relieveing them of their weapons and belongings in the process.

If the party attempts any spell casting, Sergi will cast *Silence 15' Radius* in the center of the skiff. He will then cast *Hold Person* on three characters, avoiding the cavalier or paladin as targets. This will be followed by *Spiritual Hammer* at the cavalier types. His next action will be the *Command* "Sleep" on a character. The otters will keep attempting to capsize the skiff until they are successful.

If the party insists on attacking the otters, the otters will melee the party as best they can. However, Sergi will have his family retreat before they suffer serious damage. Any otter down to 50 percent of his total hit points will retreat.

Giant Otter 1; AC 5; MV 9"//18"; HD 5 Hp 28; THAC0 15; #AT 1; D 3d6.
Young Otters 3; AC 5; MV 9"//18"; HD 3; Hp 15 each; THAC0 16; #AT 1; D 1d6 + 2.

Once the characters are safely ashore, the otters will surround them and keep them pinned down. Any character attempting to move, gesture or take any physical action will be knocked down by one of the otters. Sergi will ask in common why the party is traveling down the river. He talks while he searches their belongings. Sergi reluctantly will allow the party to leave and continue down the river when he discovers the vial or mirror. He will not provide them with any useful information because of their evil aura.

If the party does not panic and attack the otters, these three will follow the skiff down river to the point where the other two otters are waiting. When the party reaches this point, the largest otter will swim out alongside the skiff. he will hail the party in common and order them to beach on the skiff on the shore.

If the party refuses to come to shore, all the otters will try to capsize the raft and melee as above. If one of the larger otters and any one of the smaller hit AC 5 or better on the same round, the skiff will capsize.

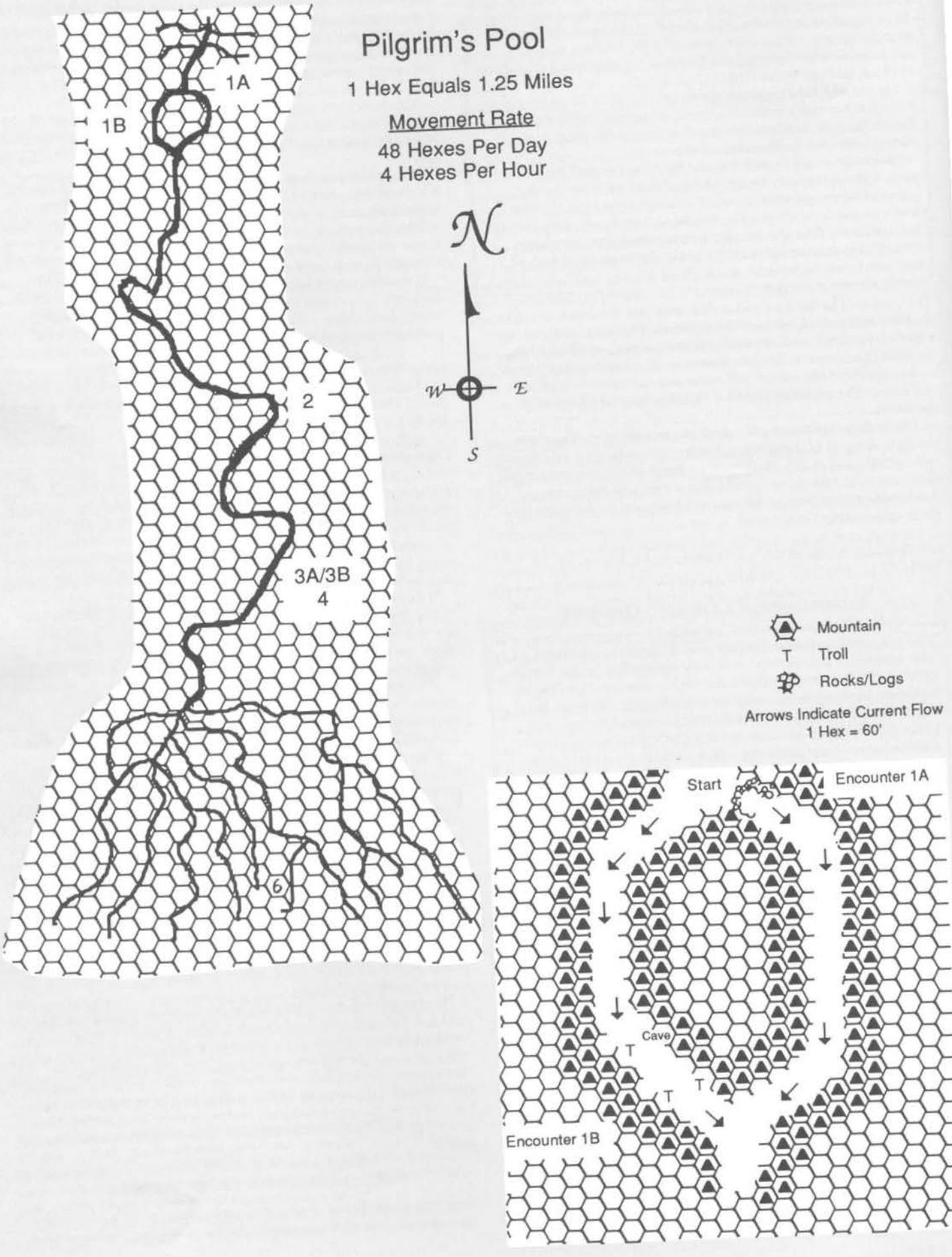
If the party comes to shore peacefully and talks with Sergi, he will tell them that he is the guardian of the river and must know the purpose of their journey. He will mention his disbelief of any professed good intentions.

If the party freely tells Sergi of the evil aura they acquired and shows him one of the items bearing the gods' symbols, he will cast *Detect Lie* and have them repeat their story. If he determines they are telling the truth, Sergi will tell them he is a reincarnated cleric of Ahto who has been living as an otter for the past five years. This is his family, and they have been acting as guardians and trying to keep the river open to aid pilgrims on their way to walk the Path of Purification. During the last few months many evil creatures and people have been in this area, while the number of pilgrims has dropped to almost nothing.

He also will tell them that, due to the flooding, the path of the river has changed and that he suspects that magic is somehow involved in these changes. He is not sure of the details of these magic changes. he will not agree to join the party under any circumstances, nor will any other members of his family, claiming that even though the party has told the truth, he has an obligation here. He will allow them to leave after returning their gear, telling them as they go that he will commune with Ahto for guidance in this matter.

Encounter #3 Calm Waters

Here, the party should realize they are confronted by a *Permanent Illusion* spell. The spell was cast by Kiska, obscuring the rapids and


Pilgrim's Pool
1 Hex Equals 1.25 Miles
Movement Rate
48 Hexes Per Day
4 Hexes Per Hour
N
W
E
S
1A
1B
2
3A/3B
4
6
Mountain
T Troll
Rocks/Logs
Arrows Indicate Current Flow
1 Hex = 60'
Start
Encounter 1A
Cave
T
T
T
Encounter 1B

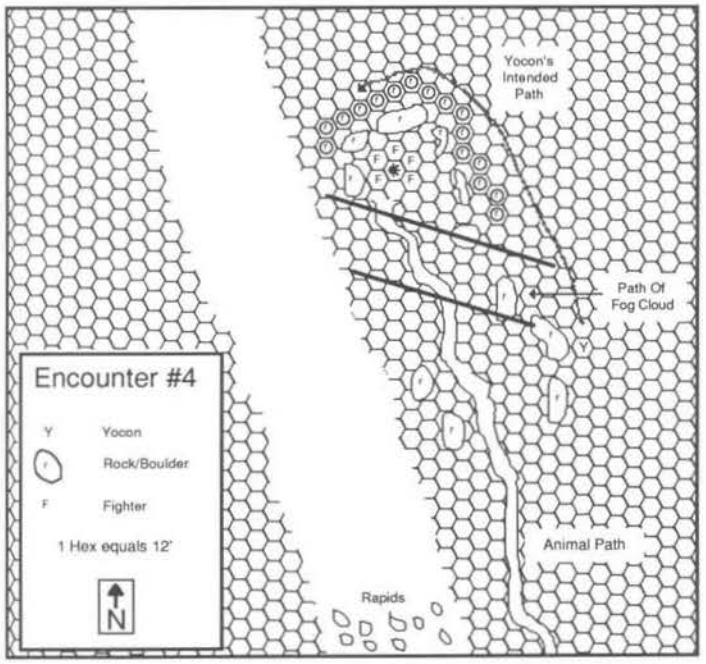
falls from view. This illusion creates the appearance of calm, placid water without the roar of the rapids. The effectiveness of this illusion is enhanced by the fog which rises every evening.

> The evening fog has begun to make its nightly appearance. While the surrounding waters look no different than they have on the rest of your journey, the skiff has begun to move swiftly. Soon, it is being dragged along at an almost uncontrolable pace, yet the river appears calm and placid.

If the party tries to make its way to shore, allow it, but describe it as a very arduous and tiring process. Then proceed to Encounter #3B. Otherwise, continue below.

> The world seems to reel as the relatively smooth river transforms to the reality of surging rapids! Torrents of water wash over the skiff as it races through the rapids. Boulders loom ahead and to either side as a resounding crack fills the air. All hope seems lost as the tiller breaks against one of the many river rocks.
>
> The hapless skiff is buffeted mercilessly by the seething waters, its sides groaning ominously as it crashed from rock to rock. Ahead the river crashes over a 10′ fall.
>
> The skiff seems to drop out from under you as it passes over the falls, and you find yourselves momentarily airborne before plunging into to icy waters. The raging waters buffet you before washing you, somewhat the worse for wear, ashore.

Characters who go over the falls and fail a save vs. petrification lose 10 percent of their remaining hit points. Those who save lose 5 percent. In addition, characters are subject to drowning. The skiff will continue down the river the better part of an hour's walk before being washed ashore. It will be relatively undamaged.



Encounter #3B Revelations

Any party that walks or sends a scout ahead along the shore before the skiff proceeds too far into the rapids will be able to discover the illusion. The character at the head of the party will tumble down a rocky incline paralleling the rapids, taking 1d6 damage unless he has successfully disbelieved (+4 to saving throw).

The illusion also can be revealed by *Detect Magic* or *Detect Illusion*. If the attempt at disbelieveing is successful or the illusion dispelled, the river will be revealed in its true form, a violently rushing river and rapids.

If the party returns to the river without discovering the illusion, they will be caught by it. If they successfully discover the illusion but try to ride the rapids anyway, they will be unable to successfully navigate the rapids.

Encounter #4 Around the Campfire

> Having passed the illusion at the rapids, the river is revealed once again in the faint moonlight. About 300 yards distant a faint glow, as if from a campfire, may be seen.

The glow is from the campfire of Yocon, a 7th level gnome illusionist, and his party of five female fighters. They have been sent out by Kiska to check the integrity of the illusions and traps set for unwary pilgrims.

Yocon and his group were alerted to the party's presence by the noise they made while crossing the rapids. Yocon has cast *Phantom Armor* and *Wraithform* upon himself. He will observe the party while in *Wraithform* and will stay upwind of the characters as they approach his camp. The five fighters are sitting around the campfire, acting as if nothing is wrong.

If the party moves to attack the fighters, Yocon will wait until the party has started their attack, at which point he will return to normal form and cast *Fog Cloud* 10′ behind the party. If they try to sneak up on the fighters and observe them, he will cast *Fog Cloud* 10′ behind them once they seem to have settled in place to watch. The cloud will begin to move toward the party.

Whatever circumstances have lead to the casting of the cloud, one of the fighters will yell, "Lookout! It's *Cloudkill*!" The fighters will then pretend to try to hold the party in the path of the cloud, while actually allowing the party to move out of its path. They will try to keep the party away from Yocon's hiding place and will fight to the death.

While the party is in melee with the fighters, Yocon will sneak around to the southern end of the campsite and will take cover behind the boulders there. He will then cast *Improved Phantasmal Force*, creating the illusion of *Bigby's Clenched Fist* which he will have strike random party members, hitting as a glancing blow, doing 1d6 damage. Spell casters in the midst of casting or fighters using missile weapons will be the preferred targets. He will maintain the illusion until it is dispelled or disbelieved by 50 percent of the party. *Blindness* will be cast next with a fighter as its target. This will be followed by a *Continual Light* on the eyes of another fighter. His next ploy will be to cast two sapphire *Chromatic Orb* spells. His final spell will be *Color Spray* cast at a random character looking in his direction. He will then enter melee using a dagger and will fight until killed.

Yocon AC 4; MV 9″; Level 7; Hp 17; THAC0 19; #AT 1; D 1-4
Female Fighters 5; AC 6; MV 9″; Level 5; Hp 27, 30, 33, 33, 36; THAC0 16; #AT 1; D 1d8.

Encounter #5 Help From A Friend

> Time is running out. Only one day remains before the changes in the Pilgrim's Pool and yourselves become irreversible! Yet another hazard presents itself as the flooded river turns into sluggish marsh. Though the high priest mentioned no such bog, here it is nonetheless. No longer is the path clear and easy to follow, it now meanders through countless rivulets and streams among the weeds. It seems as if all will be lost.

If the party observes the flow of the water for at least two turns, the characters will notice one of the rivulets seems to flow a bit more rapidly than the others. If they follow this rivulet it will lead them to the entrance to the Pilgrim's Pool.

If the party manages to find the entrance to the pool by this or a similar method, go to the pool encounter. If the players spend too long trying to solve this puzzle, read the following.

> It is late afternoon and the path to the pool has yet to present itself. There is so little time left before the changes become irreversible.
>
> A great splashing noise can be heard in the distance, rapidly moving toward the skiff. A sleek, dark furred shape is racing through the water, headed in your direction.

The creature is Sergi, the reincarnated cleric they met earlier. He will explain to the party that he has been trying to find them. Sergi has been sent by the Water Dwarf to help guide the party through the swamp. The dwarf explained to him that even though this party falsely detects as evil, they are actually the best hope for Kalevala and should receive his aid. Sergi knows the way through the marsh and will escort the party as far as the entrance. He will not accompany them into the pool complex.

Encounter #6 The Pool

> The rivulet meanders through the weed-choked swamp, winding around gnarled, twisted trees. All goes well until the skiff comes to a sudden stop, run aground in the shallow waters.

Any character who enters the water and attempts to pull the skiff along will suffer two points of damage a round because of the icy water.

> As you continue onward, you notice a foul odor pervading the still air. The watery trail leads to a small cave, the source of what is now a virtually overpowering stench. Yet, this must be the entrance to the Pilgrim's Pool; inscribed around the opening are the symbols of all the Kalevalan gods, barely visible beneath an algal slime.
>
> Water trickles down the floor of the cave's slightly sloping passageway. A faint glow emanates from the thick slim which covers floor, ceiling and walls. Foul, heavy air restricts both visibility and breathing, while the presence of an almost palpable evil can be felt by all.
>
> Finally, the narrow tunnel begins to level off and widens slightly. It leads into a large, high-domed cavern with stalactites and stalagmites scattered throughout, all covered by this luminescent slime. Visible ahead is a blackness so devoid of reflection as to appear as nothingness. Can this abomination be the Pilgrim's Pool?

This is indeed the Pilgrim's Pool, corrupted to such an extent that it now radiates an almost overpowering, magical evil. The slime covering the walls also detects as evil and magical. This sense of evil will grow stronger the farther into the pool complex the party penetrates.

The cavern and pool are roughly circular, about 100′ in diameter, while the pool itself is 80′ across. The dome of the ceiling is 60′ above the center of the pool. There is only one opening into the cavern. The slime covering all the surfaces in the cavern will give off enough light that humans will be able to see without an additional light source.

Any character looking directly into the pool for more than a moment will have their spirit sucked out, leaving him or her an empty shell. A character is allowed a save vs. spell at −3. Any character affected will bolt into a stiff, upright position, a look of total shock on his face. The character will then collapse on the ground, "...his eyes as much a void as the pool or the dark mirror, wide open and unseeing."

If other characters look at the pool, they will see the horror-stricken image of the trapped character sinking into the pool. The only way to restore a character is to hold the black mirror in front of the face of the effected character.

The party must pour the magically pure water, which they are carrying in a wooden vial bearing Ahto's symbol, into the pool in order to purify it. This effect will be only temporary, but it will last long enough that the party may enter the pool and swim thorugh the tunnel leading to the Path of Purification. If the characters dither for more than five rounds, the corrupted pool will attack. If the party pours in the magically pure water, read the following:

> As the contents of the vial touch the surface of the pool, the water begins to writhe and churn violently. Suddenly, a great spout of pitch black water erupts from the center of the pool showering everything in the chamber. Amazingly, the water that falls is not the dead black water that was in the pool, but pure, clear water. Where it touches the floor and walls of the cavern, the slime washes away and is replaced by healthy, green lichen. the atmosphere changes from one of corruption to one of vibrant health.

On the third round after the pool is cleared it will begin to redarken, at a rate of 10′ every other round, starting at the bottom and outer perimeter of the pool and then leading toward the center. The pool will be black again on the 12th round after the vial is emptied into the pool

> The feeling of ecstasy that came with the purification of the pool is short-lived. Not long after the waters cleared a faint circle of black water begins to reappear around the perimeter of the pool. As the blackness returns, the slime begins to reassert itself upon the cavern walls. It does not appear as if there is much time left before the pool is once again completely black.

Anyone entering the pool is able to breath and move freely as if above water. There is no danger of sinking due to armor or any risk of being trapped underwater and drowning. If the characters enter the pool, proceed to Encounter #7. Otherwise, continue with the following.

> Jets of black water begin to shoot throughout the cavern. The jets seem to have a life of their own, striking and grabbing at your clothes and body, trying to pull you into the pool. At the same time, the slime starts to grow at a phenomenal rate, soon filling the only entrance into the cavern.
>
> The pool will try to draw the characters into its depths. All party members must save vs. spell at −1 or be dragged into the pool by one of the water jets. The penalty to their save increases by one with each round until all of the party is pulled into the pool. As the party members are pulled into the pool, they will have to face the Vodyanoi in its waters.

Vodyanoi 3; AC 2; MV 6"; HD 8; Hp 47, 56, 62; THAC0 7 to 16; #AT 3; D 3d4(X2)/1d10.

Encounter #7 Taking the Plunge

The shift from breathing air to breathing water is so smooth as to be unnoticeable. Movement is almost as free as on dry land, and visibility is good. The darkness of approaching taint is moving inexorably toward the center of the pool from the sides. It is only a matter of minutes before all will be corrupted once again.

Swimming on, several large shapes can be seen moving through the black waters. Just as the tunnel mouth is reached, three huge shapes begin to swim toward you. Without hesitation they attack.

If the characters retreat to the surface and get out of the water, they are only postponing the inevitable. These are the Vodyanoi. Refer to their statistics above.

Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR: 17 *+1 hit/+1 dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 9
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 12
COM: 9 *homely*

Description

Age: 58
Height: 4′
Weight: 130#
Hair/Eyes: Black/brown
Alignment: NG
Deity: Ahto

Combat Data

THAC0: 14
AC normal: 1
AC rear: 3
Armor type: *Splint +1 & Shield*
Hit Points: 62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger
NPP: −2

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR: 18/55 *+2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%*
INT: 13
WIS: 15 *+1 ST bonus*
DEX: 17 *+2 reactions/missiles, −3 AC bonus*
CON: 14 *SS 88, RES 92*
CHA: 15 *+15% reactions*
COM: 17 *good-looking, +17% reactions, fascinate females WIS 8 or less*

Description

Age: 49
Height: 5′9″
Weight: 135#
Hair/Eyes: Gold/violet
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 16
AC normal: 2
AC rear: 5
Armor type: *Leather +3*
Hit Points: 41
Weapon Proficiencies: Long sword, short bow (specialist)
NPP: −2

Eino

8th-Level Female Human Cleric

Ability Scores

STR: 12 *+10#wt, Drs 1-2, BB-LG 4*
INT: 14
WIS: 17 *+3 ST bonus, +2 each L1, L2 spells, +1 L3 spell*
DEX: 13
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 16 *+25% reactions*
COM: 17 *good-looking, +17% reactions, fascinate males WIS 8 or less*

Age: 31
Height: 5′7″
Weight: 130#
Hair/Eyes Blond/green
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 2
AC rear: 4
Armor type: *Chain +2 & Shield +1*
Hit Points: 59

Weapon Proficiencies: mace, hammer, sling
NPP: −3

Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR: 10 *Drs 1-2, BB-LG 4%*
INT: 17
WIS: 9
DEX: 16 *+1 reactions/ missiles, −2 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 20 *beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less*

Description

Age: 29
Height: 5′9″
Weight: 130#
Hair/Eyes: Black/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 2
AC rear: 4
Armor type: *Bracers AC 4*
Hit Points: 27

Weapon Proficiencies (as magic-user): staff
NPP: −5
Weapon Proficiencies (as thief): dagger, club
NPP: −3

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Eemil

7th-Level Elven Male Magic-User

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 18
WIS: 14
DEX: 14
CON: 17 *+2 hp/die SS 97, RES 98*
CHA: 12
COM: 10 *average*

Description

Age: 280
Height: 5′
Weight: 98#
Hair/Eyes: Silver/black
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 19
AC normal: 7
AC rear: 7
Armor type: *ring of protection +3*
Hit Points: 36

Weapon Proficiencies: dagger, dart
NPP: −5

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 10
WIS: 9
DEX: 17 *+2 reaction/missiles, −3 AC bonus*
CON: 9
CHA: 9
COM: 9 *homely*

Description

Age: 90
Height: 3′9″
Weight: 80#
Hair/Eyes: Brown/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 4
AC rear: 7
Armor type: *Leather +1*
Hit Points: 38

Weapon Proficiencies: dagger, short sword, club
NPP: −3

Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add +2 race bonus where applicable
*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Languages: common tongue, lawful good
Spells/day: 5 5 4 2

Equipment

Magic Items: *chain +2, shield +1, mace of disruption, potion of fire resistance*
Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15' rope, sling, 20 bullets, 3 vials holy water, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Special Abilities: Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30') inflicts double damage
Languages: Normal Half-Elven Languages

Equipment

Magic Items: *leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1*
Normal Equipment: short bow, 35gp, spear, 50' rope, 10' pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

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Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add +4 race bonus where applicable
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1
Special Abilities: Normal dwarven abilities
Languages: common tongue, normal dwarven languages

Equipment

Magic Items: *splint +1, ring of water breathing, battle axe +1, potion of heroism*
Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1
Special Skills: Normal gnomish skills
Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: *leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery*
Normal Equipment: short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: *bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking*
Normal Equipment: 2 large pouches, leather backpack, 10' pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Equipment

Magic Items: *ring of protection, +3, Cloak of Elvenkind, Scroll: Otiluke's Freezing Sphere*
Normal Equipment: 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Vaino

6th-Level Male Human Paladin

Ability Scores

STR: 16 *+1 dam, + 35#wt, Drs 1-3, BB-LG 10%*
INT: 12
WIS: 16 *+2 ST bonus*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

Age: 38
Height: 6'6"
Weight: 245#
Hair/Eyes: Black/gray
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 1
AC rear: 4
Armor type: *Chain +1 & Shield +2*
Hit Points: 42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemens's mace (choice), dagger, short sword
NPP: −2

Aleksis

6th-Level Human Male Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 10
WIS: 14 *+2 L1 spells*
DEX: 11
CON: 17 *+2 hp/die SS 97, RES 99*
CHA: 12
COM: 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

Description

Age:
Height: 6'
Weight: 185#
Hair/Eyes: Blonde/blue
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 18
AC normal: 2
AC rear: 4
Armor type: *Splint & Shield +1*
Hit Points: 62

Weapon Proficiencies: hammer, footmen's mace, staff
NPP: −3

Minna

6th-Level Human Female Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 9
WIS: 18 *+4 ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 17 *+30% reactions*
COM: 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

Description

Age: 25
Height: 5'2"
Weight: 105
Hair/Eyes: Blonde/blue
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 18
AC normal: 1
AC rear: 3
Armor type: *Chain +2 & Shield*
Hit Points: 34

Weapon Proficiencies: flail, hammer, staff
NPP: −3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Alvar

5th-Level Human Female Cavalier

Ability Scores

STR: 17 *+1 hit/dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 10
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 14 *+10% reactions*
COM: 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

Description

Age: 39
Height: 5'11"
Weight: 140
Hair/Eyes: Red/hazel
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 16
AC normal: 1
AC rear: 3
Armor type: *Plate Mail & Shield*
Hit Points: 65

Weapon Proficiencies: med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword
NPP: −3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and know makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a divout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 2
Languages: Common tongue, neutral good

Equipment

Magic Items: *shield +1, staff-mace, dust of appearance (x2)*
Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: Common tongue, lawful good, elf

Equipment

Magic Items: *chain +1, shield +2, long sword +1 flametongue*
Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 .vs Illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: common tongue

Equipment

Magic Items: *military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)*
Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 3
Languages: common tongue

Equipment

Magic Items: *chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar*, boots of the north*

*The *Girdle of Ilmatar* indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.
Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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If the characters continue to swim down into the pool, it will take them five rounds to reach the tunnel.

> The tunnel seems to extend for miles, twisting and turning through a tangle or roots and rock. Finally, the tunnel begins to take an upward turn and you soon find yourselves surfacing in a mist-filled area. A strange light is dimly visible, glowing eerily in the distance. Where ever you are, you know that you're no longer on the prime material plane. You've made it to the entrance to the Path of Purification!
>
> The opening to the path appears to be the gaping mouth of a giant bear. It is impossible to decide whether the bear yawns in sleepy contentment or snarls in fury. Its paws extend and curve around glowing bushes.
>
> Passing over the tongue of the bear, the throat gradually becomes a normal passageway of stone. The floor, walls and ceiling are smooth and dry. A shallow depression runs along it as if worn away by the scores of pilgrims who have come here in the past. A glance behind reveals a solid wall of mist, completely blocking the passage out.
>
> Further investigation reveals that the corridor continues up ahead. The furrow in the floor deepens. An inscription can be seen in the wall: WELCOME PILGRIM! HOPES AND FEARS, DESPAIR AND DREAMS AWAIT YOU HERE. ALL IS NOT AS IT MAY SEEM HERE. YOU MUST ACCEPT YOUR FAULTS AS WELL AS YOUR STRENGTHS. BUT HEED THAT ACCEPTANCE NOT LEAD TO CARELESSNESS. THUS THE BATTLE TO CONQUER ONESELF CAN TAKE MANY FORMS.

Encounter #8 Feline Fury

> The monotony of travel down this path is broken as you round the bend. A loud snarl and hiss is hard, as a large dully-glowing, wraith-like feline with glowing red eyes leeps through the mists and vanishes.

The feline is a Hellcat, serving Loviatar by guarding this path. It is invisible in the presence of light. All attacks against it will be at −4 if any light source is present. It will attack the rear of the party and fight until killed.

If the party attempts to force the Hellcat back into the mist by moving toward the cat, they will succeed and the outline of the cat will become visible. Subsequent attacks will then be made normally.

Hellcat AC 6; MV 12″; HD 7 + 2; Hp 44; THAC0 13; #AT 3; D 1d4 + 1/1d4 + 1/2d6; SD invisibility, 20 percent magic resistance, immune to *Charm*, *Sleep* and similar spells.

Encounter #9 Behold!

> The corridor continues as before, except that now there is an iron portcullis barring the passageway. Floating in the air, behind the protcullis, is a beholder, which speaks as you approach the gate. "To pass beyond this point you must pay my price! A magical item from each who would pass is my fee for safe passage. Death is your alternative."

The beholder and the protcullis are illusions being created by an aboleth, that has caused itself to appear to be invisible. If the party agrees to the "beholder's" demands and pays the fee of a magic item per character, they will be allowed safe passage down the corridor. The aboleth will then gather the loot, drop the illusion of the beholder and portcullis and allow the party to pass.

If the party refuses to pay and retreats, the aboleth will not attack or cause the beholder to pursue them. However, if the party attacks the beholder, it will respond by stating the magical attack it will make, and name the characters to be affected -"Vaino, your flesh will turn to stone." This will be accompanied by all the appropriate audio and visual effects.

The "beholder's" attacks will be as follows:

1. Anti-magic ray.
2. *Slow* at the first six characters.
3. *Flesh to Stone* at a prominent fighter.
4. *Cause Serious Wounds* to a fighter.
5. *Death Ray* at a magic user or cleric.

If the party continues to attack, the aboleth will cause the "beholder" to float away, calling out to the party, "You will pay for this assault!

If the party manages to dispel or successfully disbelieves the illusions, the aboleth will melee to the death using its tentacles and slime.

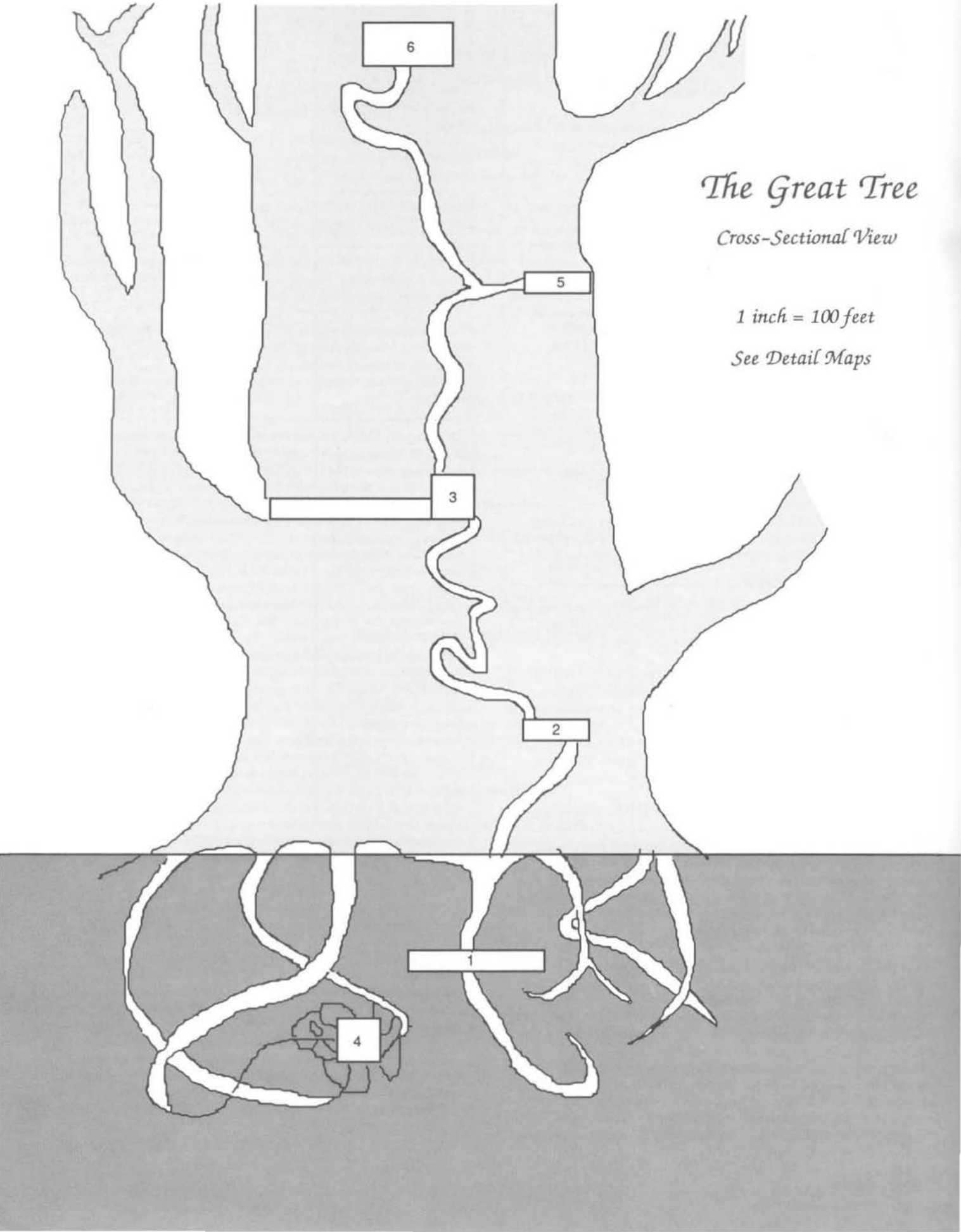
Aboleth AC 4; MV 3″; HD 8; Hp 56; THAC0 12; #AT 4; D 1d6(X4); Special Defense - slime.

> You have continued on, exhausted, coming to a large room with five tunnels leading from it. Off against the far wall, near one of the tunnels, something lies crumpled.

If the characters investigate the entrances to the tunnels, they will feel breezes blowing through four of them...but not the one by which the crumpled skeleton lies.

As the characters progress down the correct tunnel, read the following.

> Once again, Uriel, air maiden of Ukko, appears before you and tells you of more revelations from the Book of Fate. She says its final page depicts the Great Tree rising through the Ethereal Plane, its top mingling with the outer planes while the base disappears into a swirl of fog. Earth and Kalevala are vaguely discernable through a heavy mist encasing the roots.
>
> The Great Bear, she says, can clearly be seen entangled in the roots. The huge creature is apparently trapped in a magical sleep as well, evidenced by its fitful, but ineffectual strugglings. Water from the Black Pool can be seen feeding the tree's roots, clearly illustrating why Pohjola has gained so much power: those that control the Tree control Earth's destiny.
>
> Now she shows you a vision, an inner view of the trunk of the Tree. At the base is what appears to be a workshop. Drow, turning their elvish knowledge of wood to the service of evil, work pieces of the Tree into weapon shafts. Farther up the trunk, a forge, manned by duergar smiths, fumes smoke through a ragged hole blasted through the side of the Tree. The dwarves forge black iron weapons for the final battle with good.
>
> Still within the trunk, near the leafy canopy, is the greatest desecration of all. Priests have counseled for ages that the existence of Ukko's shrine within the body of the Great Tree is the salvation of Kalevala, yet the grim, dark scene spread before you shows that Ukko's clerics are no longer there. Fires, chains, implements of torture and the ivory-robed females in attendance serve notice that Loviatar, the Maiden of Pain, controls Kalevala's most precious artifact.
>
> After a time the scene shifts, the structure of the Tree dissolving into a seething maelstrom of colors, then coalescing into a vision that exudes an air of finality and doom. You see yourselves lying slain upon a bloody battlefield, your broken bodies trampled beneath the feet of a phalanx of drow and duergar. The horde marches implacably onward to the gates of Kitalla, brandishing weapons which flame black and red in their evilness. So the thread shall run. The end of your lives, the vanquishing of good, the demise of Kalevala.
>
> "Brave adventurers," Uriel says, "behold the pain and bondage of your gods, for the vitality and life of the Tree is no longer theirs. Ill-chosen for the trial ahead you may be, but you are the best hope, the only hope, of my Master and your people.
>
> "Therefore, enter the body of the Tree and destroy the drow



The Great Tree

Cross-Sectional View

1 inch = 100 feet

See Detail Maps

and duergar and their evil works, collecting the means by which they labor so that their knowledge may be destroyed forever. Free the Bear with gentle Mielikki's hidden sweetness and lift the evil bindings, that He may once again guard the border with Pohjola. And finally confront Loviatar's Ladies and drive them from the shrine so that it may once again serve Ukko and Kalevala. Do not allow the final scene to become reality. The hopes of the gods and the prayers of the people ride with you. Fare thee well!"

Encounter #9 Stoney Acid

As the characters continue down this tunnel they will see a dim portal ahead. The air is cold with a touch of winter in it, and they can see an icy area beyond. The tunnel opens into a roughly circular area 130 feet in diameter and 10 feet high. The chamber is frozen. And a door is visible on the far wall. The walls are honeycombed with small holes at irregular intervals two feet above the floor. A two foot high, six inch thick stone wall circles a large bonfire 70 feet in diameter in the center of the cavern. However, the fire is frozen in mid-blaze. The ceiling is composed of individual stones. From the nitrous smell, and the occasional plop, sizzle, hiss of droplets striking the floor, it is apparent the stones are precariously mortared in place by barely-frozen acid.

The temperature here is about −40 degrees. The characters may move freely about the area. They have one round of action before they discover what the holes are. They players may recognize this as a trap and may want to trigger it before entering the room. A dwarf or gnome could easily determine what the outcome of such action would be.

The visible door is a false door. The characters must find the real exit —hidden behind a secret door. However, Ebon and Graylock, the drow magic users from the next encounter will complicate this by casting *Flaming Spheres* into the chamber through the holes and directing them toward the bonfire. These attacks begin on the second round. The spheres are six feet in diameter and move at a rate of 10 feet per round and can be extinguised by the same means as any normal fire of its size. Each drow may cast a total of three spheres. After each is cast, the magic user must point at the destination to keep the sphere moving. Both drow will point to the frozen bonfire until the trap is triggered or the sphere is extinguished. When a sphere is doused or smothered, the caster will move to the next location and cast another. Once the trap is triggered the remaining spheres will be directed at individual characters for 2d4 points of damage if contact is made.

SPHERE RELEASE POINTS

Ebon	Graylock
2	14
1	9
6	16

If one of the spheres crosses the wall, a *Dispel Magic* is cast in the room, or any character crosses or walks atop the wall, the bonfire will become a real flame and will quickly melt the acid mortar above. The characters then will be showered with a mixture of stones and acid. Lit torches and the like are safe to use as long as they do not cross the wall. Any magical fire used within the wall will break the spell on the fire.

Falling stones do 2d4 points of damage and fall at the rate of 6 per round. Determine targets randomly. A saving throw vs. death is allowed, which can be modified by dexterity and shield, to avoid suffering damage from the stones. When the acid shower starts, each character must make a saving throw vs. poison each round or take 2d4 points of damage.

Encounter #10 Drowish Woodshop

The secret door opens into a wooden tunnel, a passage which appears to have been made by some large insect, as its course meanders aimlessly and the walls look roughly chewed.

The shaft empties into an open area. Its exact size is enigmatic due to the dim and fitful light, but your senses tell you it is large. This is the workshop seen in the Book, but it appears work has ceased, as all the tools and work-in-progress are lying about the place. Apparently, there is an alcove in the left rear of the chamber, for a dim light can be seen there through an opening. Barely visible about 90 feet away are three drow.

The drow are alert to the party's presence due to Ebon and Graylock's involvement in the previous encounter. They have sensed that this invasion is a serious threat to Pohjola's domination of the Tree, and are leaving to join forces with the clerics who will be encountered later. However, the drow are being delayed because they first must pack the scrolls from which they work. To buy some time, they have devised the following tactics: Ebon will lure the characters into the chamber, retreating to Area B, which Gwendolyn has illuminated with a light spell as an additional lure. Once the characters reach the alcove entrance, the spell will be cancelled by darkness. Then, four fighters and Ebon will engage the party at the entrance to the alcove. Once the party is engaged, Graylock, two more fighters, and two weasels will attack the party from behind.

EBON: AC 4; MV 12"; F6/MU6; Hp 30; #AT 1; THAC0 13; D 1d6+4; MR 62%; Sv/wand 7; Sv/spell 8 Spells: first level - *Grease, Taunt, Magic Missile, Magic Missile*; second level - *Web, Acid Arrow*; third level - *Dispel Magic, Lightning Bolt*

GWENDOLYN: AC 4; MV 15"; F8/C7; Hp 41; #AT 1; THAC0 12; D 1d6+1; MR 66%; Sv/wand 9; Sv/spell10 Spells: first level - *Command, Command, Cure Light Wounds, Protection from Good, Light*; second level - *Hold Person, Resist Fire, Silence, Speak With Animals, Spiritual Hammer*; third level - *Dispel Magic, Prayer*; fourth level - *Sticks to Snakes*

VADA: AC 4; MV 15"; F5/C6; Hp 25; #AT 1; THAC0 13; D 1d6+4; MR 62%; Sv/wand 11; Sv/spell 12 Spells: first level - *Comand, Comand, Comand, Comand, Sanctuary*; second level - *Hold Person, Resist Fire, Silence*; third level - *Prayer, Dispel Magic*

GRAYLOCK: AC 4; MV 12"; F5/MU5; Hp 20; #AT 1; THAC0 16; D 1d1+1; MR 56%; Sv/wand 9; Sv/spells 10 Spells: first level - *Magic Missile, Magic Missile, Magic Missile, Magic Missile*; second level - *Web, Web*; third level - *Haste*

6 FIGHTERS: AC 4; MV 15"; F6; Hp 27 each; #AT 1; THAC0 13; D 1d6+1; MR 60%; Sv/wand 11; Sv/spell 12

2 WEASELS: AC 6; MV 15"; HD 3+3; Hp 24 each; #AT 1; THAC0 15; D 2d6; SA drain blood for 2d6 per round

7 VIPERS: AC 5; MV 15"; HD 1+3; Hp 7 each; #AT 1; THAC0 18; D 1d3; SA poison for 1d8

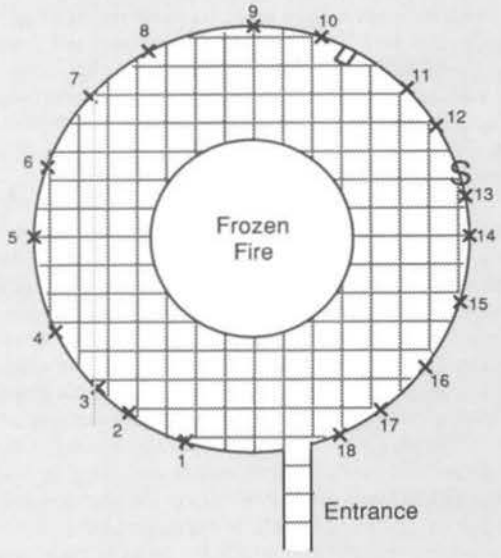
Innate drow abilities for the above NPCs are *Levitate, Faerie Fire, Darkness* and *Dispel Magic*.

As a general rule, the drow will use *Darkness* or *Dispel Magic(* to douse any light source the party produces, *Faerie Fire* to gain a +2 to hit bonus, and *Levitate* to lift an opponent to the ceiling, then drop him for 2d6 points of damage, plus a one round delay in that character returning to combat. Any drow's action may be replaced by use of an innate ability if circumstances warrant it.

Due to the poor lighting, the small alcoves and the exit are not apparant to the player characters unles a *Light* or *Continual Light* spell is cast in the area. The light from Area B at the beginning of this encounter is not strong enough to reveal any other openings. In either case, the characters may note the position of visible openings before darkness descends again. Those characters without infravision will melee at −4 to hit. Any drow fighting in light are −2 to hit. Drow within an area of darkness are 80% invisible to infravision.

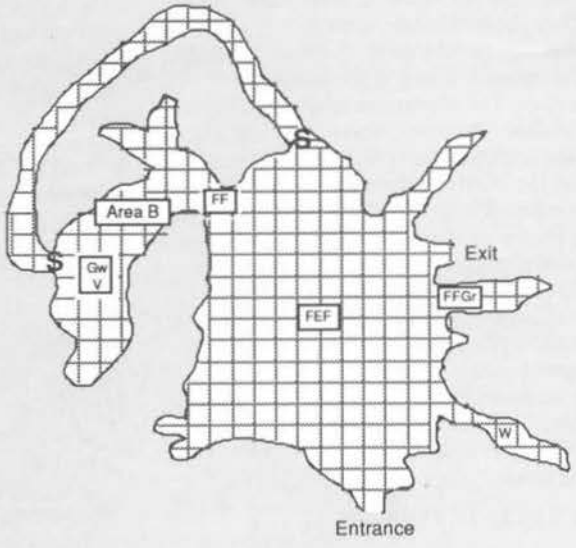
Gwendolyn and Vada are busily packing the nine instructional scrolls while two of the fighters stand guard. They will continue until they have finished the task (nine rounds, one scroll per round), preferring not to fight as long as others can protect them. The characters will want these scrolls, but cannot get to them before dealing with the drow.

If either Ebon or Graylock and three of the fighters are dead, Vada will finish the preparations while Gwendolyn joins the fray.



Encounter #1

X Hole In Wall
S Secret Door Exit
Ø False Door



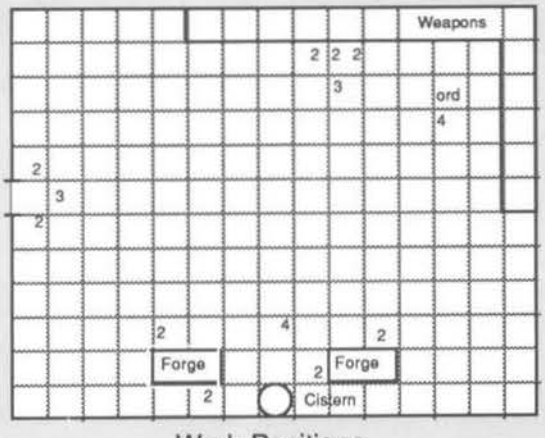
Encounter #2

Gw	Gwendolyn
E	Ebon
V	Vada
Gr	Graylock
F	Fighter
W	Weasel

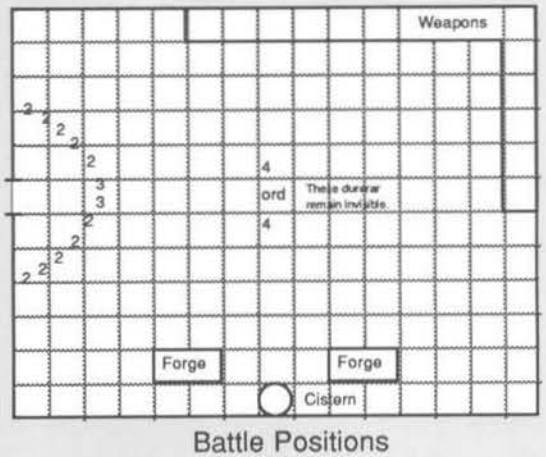
1 square = 10'

Encounter #5

1 square equals 10' A number is a duergar of that level



Work Positions



Battle Positions

Once the scrolls are secured, Vada will strap on the pack and exit through the secret door, follow the passage around to the other secret door (which should be behind the party now), and flee through the exit. Vada will only enter the fight if the party breaks through before the packing is completed. Her attacks are strictly melee with her mace.

After the preliminary actions are completed, Ebon and his two fighters will go to Area B to join the two fighters already there. The four fighters take a position across the mouth of the alcove, while Ebon positions himself just behind them, awaiting the characters' approach.

The storage procedures for the scrolls are very elaborate, providing protection during travel as well as against tampering. Each scroll must be inserted into its proper case, then warded with an electrical *Glyph Of Warding* (14 points of damage, 7 if save vs. Spells is made). The cases are then stowed in a specially partitioned pack which is sealed with an energy draining *Glyph Of Warding*(lose one energy level if save vs. Spell is failed). This glyph cannot be placed until all the scrolls are packed, so if the characters are able to defeat the drow in less than nine rounds, the pack will not be sealed and contains only those scrolls (sealed with electrical glyphs) packed before the interruption.

Recovering these scrolls is part of the victory conditions, as mentioned in Uriel's speech (...collecting the means by which they labor so that their knowledge may be destroyed forever.), therefore it is imperative that the characters get to the clerics before they can escape with them. The characters need not go through the packing procedure, nor open the sealed case or individual tubes.

Eight of the scrolls and all nine of the containers are in plain view on a table to start with; the ninth scroll is hidden behind the concealed panel, and will not be removed until time for its packing.

If the characters vanquish the drow, determine how many scrolls are left unpacked (nine minus the number of rounds that have passed). If the players ask for a description, tell them how many scrolls and tubes still lie on the table (there will be one more scroll case than visible scrolls).

If they inquire of visible clue as to the correct scroll/tube combination, they may learn that each scroll bears a unique symbol that is repeated on one of the cases. If they attempt to open the sealed pack (assuming they caught the clerics after the packing was completed) or any sealed tube without speaking the name of the appropriate glyph (if a cleric asks, he recognizes it), they suffer the damage or effect indicated above.

Encounter #11 Honey For The Gods

A loud humming is soon evident upon leaving the shavings of the woodshop behind, a deep vibration that throbs through boot soles and into the body so that even the hands tingle. That this wooden tunnel is leading to the source is obvious, as the volume of sound steadily increases.

The passage widens a bit, then abruptly ends at the start of, of all things, a gigantic honey comb. Honey drips freely from exposed chambers, and a mass of a jelly-like substance is also evident. Massed at the hive entrance are six giant bees, but not the normal amber and black you may be familiar with. No, these are marked with bands of light and dark green. They are studying you, not attacking.

To the left is another chewed tunnel which shortly exits the trunk onto a bough. Through this opening another sound makes itself known: the grunts, growls, and snarls of a bear.

The bee hive is home to a colony of Mielikki's bees, marked as such by their coloration. While belonging to her, they (like the Great Bear and the Great Tree) are neutral beings, freely dealing with adherents to all alignments if they have the ability to communicate.

If either Gwendolyn or Vada escaped from the woodshop, they and any other drow will be allowed to pass through the hive by using *Speak With Animals*. In this way the remaining drow will make their way to the shrine area. If both the drow clerics were killed in a fight with the player characters, any fleeing drow would be killed here by the bees.

If the characters desire, they may freely collect some honey and royal jelly. Any character eating any of either may talk directly with the bees. The royal jelly may also be used as a *Potion of Extra-Healing* 3d8 + 3 if all is taken at once, or 1d8 if taken in thirds. Enough may be collected for two doses. The honey and royal jelly will be quite useful later, so it is wise if the characters use little, if any, on themselves.

The exit to the outside and the snarls of the sleeping Bear are readily evident here. If the characters choose to ignore this and desire to continue on through the hive, they may. If they do so now, the bees will not allow them to go back through the hive later. Thus, this is the characters' only chance to free the Bear.

The only way a fight can occur here is if the characters insist on attacking the bees. The six bees at the entrance are soldiers. If a melee develops, they will be joined on the next round by the remaining six soldiers, then the workers will swarm, 10 per round for the next four rounds. The area is quite large (40 foot cube), and there is plenty of room to fill the air with angry bees. They can only sting once, therefore they only have one attack.

40 Workers: AC 6; MV 9″/30″; HD 3 + 1; hp 18 each; #AT 1; THACO 16; D 1d3; SA poison (save or take 2d4 points additional damage)

12 Soldiers: AC 5; MV 12″/30″; HD 4 + 2; hp 25 each; #AT 1; THACO 15; D 1d4; SA poison (save or take 5d4 + 1 points additional damage)

Encounter #12 The Great Bear

The opening in the trunk is natural, like a limb broken away. Not far below is another limb, and far below that, in the ethereal fog, is the Great Bear, snarling and struggling, even in his sleep, against the grip of the massive roots and rootlets of the Tree.

It is clear the space amidst the roots is the Bear's natural den, but any notion he is just hibernating is foolish since it is long past time for him to be patrolling the border with Pohjola. Also, the roots seem too tight in their embrace, straining almost.

Climbing down the trunk of the Tree is quite easy, as the bark is tremendously rough, with countless nooks and crannies large enough to hide a man-sized being. The Great Bear can be clearly seen now, held helpless in the grasp of the Tree's roots. It is also quite evident, from its growling and thrashing, that the creature is very angry, even though it is asleep.

The characters should free the Bear and awaken him, but they must determine some way to do this at a distance if they are not to be severely injured by the creature after he is freed. Casting a *Remove curse* or feeding the bear some of the bees' honey or royal jelly will break the sleep spell in two rounds. *Speak With Plants* or *Remove Curse* will allow the roots to straighten and release the creature. Note that one *Remove Curse* cannot perform both tasks. Cutting or burning the roots is not allowed.

If the characters are within 120 feet of the bear and not hidden from view in some manner when he is freed, he will attack them. The Bear is enraged at being trussed up, and will view these puny humans as his tormentors. Ukko will summon the Bear at the beginning of the third round after it is freed or after two characters are slain. The characters will hear a booming, thunderous voice, then see the bear charging toward them, but vanishing just before making contact.

There is no where to go from here but up, back up to the hole leading to the bee hive. So the players must either climb back up the tree and continue, or end the adventure here. The bees will allow them to pass through the hive whether or not the Bear was freed in this attempt.

The Great Bear: AC 0; MV 36″; HD 20; hp 165; #AT 3; THACO 7; D 5d12/5d12/8d12; SA hugs for 10d12 additional damage on a paw hit of 18 + .

Encounter #13 The Smithy

The destruction of the evil dwarves and their weapons is a necessity, not only because of Uriel's decree but also the fact that the duergar have no place to go except to the shrine where they will join forces with the clerics.

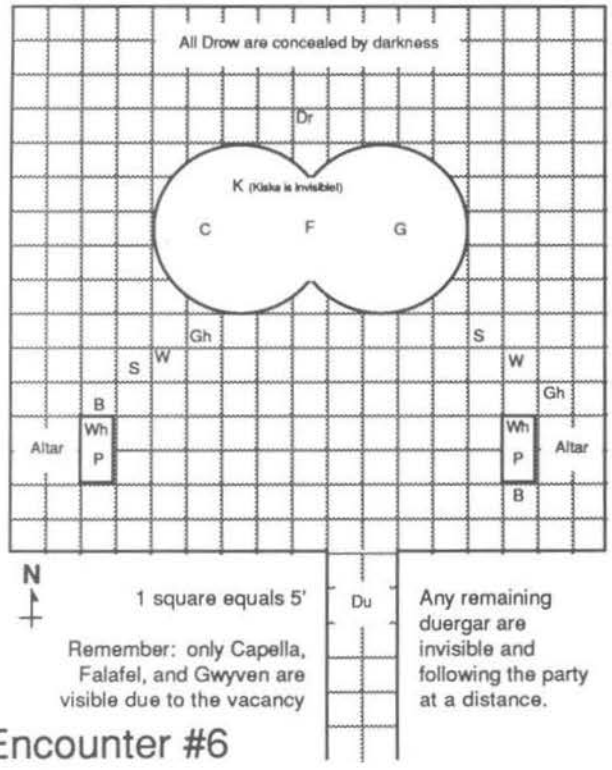
Of particular interest is the cistern into which sap from the Tree is draining through a decorative, black metal tube. Inside the tube is a scroll, and as the sap flows over and through it, the sap is evilly magiked. The enchanted sap is used to quench the weapons during forging, passing the enchantment into the weapons. This scroll can be found through examination or *Detect Magic* and should be recovered to remove the threat of these weapons being made again.

> Sound travels very well through this wooden world. The drone of the bees has been overwhelmed by a rhythmic clanging punctuated by the hiss of quenching metal, with deep pitched, dwarven voices providing a sinister counterpoint.
>
> The red glow of forge fires dances on the corridor walls, casting sharp bands of light and shadow. The smithy is very near.

The duergar have not been warned of the characters' presence; the fleeing drow (if any) did not take time to chat. The duergar are going about their work, with one third level and two second levels keeping watch. The characters have the opportunity to observe the situation if they can surprise the guards.

To do this, a thief must successfully hide in the abundant shadows or any character be concealed by spells or items and move very slowly and carefully. The surprise advantage is two segments, thus the characters may close and get a free attack before the duergar can react. If they simply charge in there is no advantage, and in addition Ord and the two 4th levels will immediately become invisible before the characters see them.

Whether the first view is done surreptitiously, the following description portrays the scene.



Encounter #6

		S	Spectre		
F	Falafel	W	Wraith		
C	Capella	Gh	Ghast	B	Braizer
G	Gwyven	Dr	Drow (if any)	Wh	Whip
K	Kiska	Du	Duergar (if any)	P	Pincers

> It's as if a gate has opened into the bowels of Hell. The sweating bodies of laboring duergar glisten in the pulsing red light of the forge fires as huge bellows pump oxygen to the greedy coals. The clanging of hammers on hot iron raises a deafening din.
>
> Two of the smiths carry glowing, newly forged weapons from their anvils to a large cistern on the right side of the chamber. A large black pipe has been driven into the trunk of the Tree above this tank, providing a steady drip, drip of liquid. The red hot iron hisses menacingly as it is plunged into the sap, quenched in the lifeblood of the Great Tree. White steam mingles with black forge smoke, escaping through a ragged hole carelessly blasted through the trunk, 40 feet above the floor.
>
> Rack after rack of finished short swords, long swords, hand axes, battle axes, iron-rimmed wheels, and spears line the walls. More duergar are at work near piles of the drow's finished handiwork, busily affixing blade to handle, head to shaft. One of them brings a completed axe close to his face, and he and his companions guffaw as the black metal bursts into red and black flames.

All the weapons do the ordinary damage of weapons of their type, but in addition, if an evil character breathes on them, they begin to flame. Flaming weapons are +2 "to hit," and do double damage. The flame will last through three hits, then it must be reactivated by another evil breath. In addition, characters of evil alignment are unharmed by the flames, though normal damage is inflicted if they are struck by one in melee.

The wheels are a bit more special. They are rolled toward their target (much like a hoop), and flame as the other weapons, doing 2d6 points of damage. As the wheel closes with its target, tongues of flame, in the shape of gnarled, duergar hands, reach out from the wheel and attempt to grapple the character and throw him to the ground. If the wheel misses by 4 or more it returns to its wielder. If a hit is scored (doing 2d6 points of damage), or the "to hit" roll misses by only 1 to 3, the target must save vs. Spell (modified by dexterity bonus). If the save is failed (indicating a successful grapple), the wheel gets an attack at +4 the next round; if a hit is scored on this attack, the wheel falls on the chest of the victim and bursts into a gout of searing flame for triple damage (3d6). The flame then goes out, but the wheel is unharmed and can be reactivated by another evil breath.

DUERGAR TACTICS: This encounter showcases the weapons, so to this end the duergar will melee with them exclusively, the wheels coming frequently into play. As a general note, the duergar will use psionic invisibility to maneuver undetected, then use psionic expansion in melee. While invisible they will use the wheels; if a character succeeds in closing, even with an invisible target, the duergar will then alternate between *Invisibility* and *Expansion*.

Ord and the two 4th levels will try to remain invisible for the entire encounter and avoid direct melee by rolling flaming wheels into combat. As the 2nd and 3rd levels perish, they will gradually withdraw from attacking so their presence is not apparent.

Once the lower levels are slain, then, there will still be three invisible duergar standing motionless in the rear of the chamber. If the characters decide no other enemies are present, they may attend to whatever else they wish to do here, then leave. The duergar will quietly move out of the way if a character gets too close, thus contact and further fighting is only possible if the characters are actively searching for more invisible creatures. Once the characters leave, any undiscovered duergar will follow at a distance to enter the combat later.

Ord	2-4th Lvl	2-3rd Lvl	9-2nd Lvl	
AC	0	1	2	3
MV	6"	6"	6"	6"
HD 9	4	3	2	
hp	50	18,22	19,20	10 each
#AT	3/2	1	1	1
THACO	10	13	14	14
D	2d6	2d6	2d6	2d6
Sv/wand	6	11	11	12
Sv/spell	7	12	12	13

Encounter #14 The Final Desecration

The familiar rough hewn passage has changed to one of finished work. The smoothed walls are inset with panels representing pain and cruelty, the essence of Loviatar. Surely these panels once depicted the good works of Ukko, but no longer.

An ornate portal is visible ahead. The decorative scroll work surrounding the entrance should represent clouds and birds, but instead features a tortured male figure stretched and bent backwards over the keystone so that his hands touch the floor on one side and his feet the other.

The shrine itself has fallen into disgraceful repair. None of the expected religious furniture is here, the floor is covered with a thick layer of dust, and great masses of cobwebs serve as macabre tapestries and hangings.

But standing in a semi-circle 40 feet away are three women clad in ivory robes. Their heads are bowed as if in meditation, and they take no notice of you. NOTE: statistics for this encounter are at the end of the adventure.

The evil forces consist of three clerics, an illusionist, a group of undead, and any drow who may have escaped.

THE ENTRANCE: A *Glyph Of Warding* (pain) has been cast on the threshold, cast by Loviatar herself from a giftscroll written by Tuoni. A *Detect Traps* or *Detect Magic* will show tracery in shape of a dagger held in a woman's hand (Loviatar's symbol). The area affected extends from the glyph 40 feet back down the corridor, but this is only apparent if it is triggered.

The password is "Loviatar," and if this is said by each character when passing over the glyph it will not discharge. If even one does not, however, the glyph transforms into a huge area of vapor in the shape of the tracery. The apparition then slices through the area of effect, and all those within it must save vs. spell or lose 2 points of dexterity and be -4 on "to hit" rolls for the next 10 rounds due to wracking pains.

AREAS OF PROTECTION: Falafel has cast two *Protection From Good* spells, marked on the map as two circles. Since the characters are from another plane, they are considered creatures summoned to the aid of Good, and hence cannot enter these areas. Thus the NPC's have a convenient haven from which to attack.

THINGS UNSEEN: A *Vacancy* spell was been cast on the shrine one turn before the party appeared, therefore it will last for 10 more turns if not canceled. All the braziers, torture implements, and undead are thus cloaked, as the spell conceals non-living things. If forceful contact (not a mere brush) is made with at least three concealed objects, the character must save vs. spell or believe they are merely invisible. Note that *Dispel Illusion* and *Dispel Magic* will cancel the spell, and *True Seeing* will allow the area to be seen as it really is. If the *Vacancy* spell is not dispeled, undead summoned to attack will apparently appear out of thin air.

Kiska has also cast *Improved Ivisibility* on herself, so she is within the protected area but cannot be seen.

TURNING UNDEAD: One of the evil clerics will attempt to counter-affect all turned undead on the following round. Turned undead will retreat into the protected area if possible. Roll a "turn" attempt for the evil cleric; if successful for that type of undead, the cleric has regained control, if not, the affected undead are subject to whatever the good cleric's result indicated. This counter affect replaces any planned action.

SPELLS CAST PRIOR TO THE ENCOUNTER: Falafel has cast two *Protection From Good 10'r*, a *Resist Cold* and *Resist Fire* on herself, a *Resist Fire* on Kiska, and a *Flame Walk* on all the undead.

Capella has cast *Resist Cold*, *Resist Fire*, and *Dispel Good* on herself.

Gwyven has cast *Resist Cold* and *Resist Fire* on herself and *Prayer* on all creatures in the room.

Kiska has cast *Vacancy* on the shrine and *Improved Invisibility* on herself.

Epilogue - Ending the Adventure

Pure, clean light floods the shrine as Uriel appears once again. "Our hope and trust were not misplaced, for you have dealt the Pohjolans a mighty blow that will keep them at bay for centuries. Try again they will, for such is their role in the order of things, and perhaps your children's children will be called to serve Ukko as you have done. Our thanks, brave adventurers. May you enjoy a long and fruitful life."

Uriel bows her head, then speaks once more, only this time in a deep, melodic voice reminiscent of the soughing of the wind through vast pine forests. "In thanks for your derring and sacrifices, Ukko grants you one boon. Speak your reward!"

Ukko is allowing the characters to make a wish, so act on their request as appropriate. When finished, Ukko says, "It is done!" and they may have no further communication with him or Uriel.

Loviatar's Ladies

	Falafel	Capella	Gwyven	Kiska
Cls/Lvl	C15	C10	C8	I12
AC	−2	0	1	1
MV	12″	12″	12″	12″
hp	89	64	44	36
#AT	1	1	1	1
THACO	12	14	16	16
D	2d6+2	2d6+2	2d6	2d3
S	14	13	16	9
I	11	12	11	17
W	18	17	17	11
D	10	17	15	17
C	16	16	16	15
Ch	15	16	15	18
Co	15	18	15	20
Sv/wand	9	10	11	7
Sv/spell	10	11	12	8
SD	All are under protection of [resist fire] (+3 to saves, damage 1/2 or 1/4) Falafel has a wisdom bonus of +4, Capella and Gwyven +3			

THE UNDEAD

	2 Spectres	4 Wraiths	3 Ghasts
AC	2	4	4
MV	15″/30″	12″/24″	15″
HD	7+3	5+3	4
hp	30,38	28 each	15,18,21
#AT	1	1	3
THACO	12	13	15
D	1d8	1d6	1d4/1d4/1d8
Sv/wand	12	13	15
Sv/spell	13	14	16

SPECIAL TACTICS: Falafel will cast *Animate Object* on the torture implements. If the *Vacancy* is still in place, these things start moving, appearing out of thin air. The attacks are directed at magic users, clerics, then fighters. The objects created are as follows:

	2 Braziers	3 Whips	3 Hot Pincers
AC	2	8	2
MV	6″	6″	6″
hp	12,12	6 each	8 each
#AT	1	1	1
THACO	16	16	16
D	1d8	1d4	1d4
SA	heat	trip	heat
1d6 additional	1d4 additional		

ON THE ROAD TO...
THE LIVING CITY

by Jean Rabe and Harold Johnson

The Living City lies ahead. The journey to reach it is nearly over. It will not be long now before your band of adventurers is at the city gates waiting to walk in and find adventure!

However, there is still some distance of road to travel before reaching The Living City. And as evidence that others are also using this road, we present "The Peddler," an encounter for any number of characters of practically any level.

You walk down this road, slightly weary from your last adventure. You haven't been this way before. But it is obvious this road leads to someplace of import, hopefully to The Living City, as other adventurers told you it would. The road shows it is well-traveled by people walking and riding in carts and wagons.

It is a good day for travel. The sun is high in the sky, but a soft breeze keeps the temperature from becoming too unbearable. The clouds are airy, showing no evidence of impending rain, and there are several small animals about which probably means no dangerous creatures are nearby.

Ahead on the road you see a figure approaching. The figure is a mound of bags, boxes and pouches, and it limps. The mound apparently sees you and quickens its pace. "Greetings, Greetings," the mound calls. As it moves closer you see it is a man with one normal foot and a bird's foot, which is obviously causing the limp. "Are you going to The Living City? It is a popular place to go today." The man's voice is a little craggy and partially muffled by the big cloak, which obscures most of his features.

The player characters will have been traveling to The Living City for several days. Earlier in their journey they encountered a few Brownies in misery and an illusionist who tried to convince them he was the platinum dragon. (Both of these adventures appeared in POLYHEDRON™ Newszine no. 34)

"You're going to the city for the contest, aren't you?" he asks. His speech is quicker now, despite his apparent age. "Of course, I know it is none of my business, but you look like adventurers that might have a chance to actually win the contest. Me, I'm too old for such nonsense. And I wouldn't stand a chance at coming out the victor. Even if I did, I wouldn't know what to do with the prize. It might cramp my style, you know."

If the player characters try to avoid this man, walk around him or tell him they are not interested, so ends the encounter — and the players' chance to learn more about The Living City. If they ask about The Living City or the contest, the peddler will say something like this:

"Well, don't you know that this road will take you to The Living City? All roads lead to The Living City. Well, practically all roads. See, I have maps. They show quite plainly that the city is at the end of this road. I thought for sure you knew where you were going. And as for the contest. Well, that's about the biggest thing to hit the city in decades. I bet that contest will attract lots of adventuring-type folks. I got some information on the contest. But it will cost you. Mind you I'm not trying to scam you or nothing, I'm just trying to seek out a little living and make enough overhead to buy some food. It only costs 30 gp for a scroll describing the contest. And you have to have a scroll to get into the contest."

The peddler quite slowly pulls out a rather ornate-looking scroll with some type of seal on it. When he does this you notice he has no hands, or rather they are blackened stumps. Closer inspection of the scroll shows it carries the seal of the Living City. The peddler breaks the seal with his black furry tentacles. Wait a minute...BLACK FURRY TENTACLES!!! And he opens the scroll so you can read it. However, he cautions that you must buy the scroll and present it to be allowed admission to the event. The scroll states:

"Hark ye gentlemen and ladies of this fair land! And prepare ye for a contest the likes of which have never before been held in The Living City! This is a contest of intelligence, leadership, bravery and strength. And the prize is the throne of the city! Yea, verily! The winner of this contest will be the Lord Mayor of fair The Living City. All contest entrants must present a scroll for acceptance into the contest."

Krinklespine has 10 of these scrolls. The scrolls do not list a date for the contest. DMs should not volunteer that information. However, if the player characters notice a lack of date and ask Krinklespine about it, he will reply that The Living City's politicians or top-ranking city guards will know the date.

The peddler introduces himself as Krinklespine of The Living City, and quickly tells you he has many more things for sale which will be of use to you on your journey to the city. He adds, "I have the latest in silk fashions so you will fit right in and won't look like foreigners."

The grizzled old man begins to unpack himself, dropping large bags and pouches to the road. He slings a thin box on a strap from across his stooped shoulders so that it hangs in front of him, almost tangling in his long sleeves and tentacles. He flips a lever on the box and thin, wooden legs extend from it, so it stands like a small table. Then he flips open the top of the box, and with his black tentacle-like arms he begins to arrange little flags, pinwheels and other colorful items.

His small, black beady eyes pear out from under a hood that only partially hides his pointy, serated ears. And this time when he speaks canine fangs can be seen to extend past his lips. Indeed, he looks like a mongrelman!

"I got lots of things for sale today, I do," Krinklespine says as he pulls silk clothes from one of the large sacks, almost upsetting his table display in the process. But a tentacle-arm reaches out and keeps the table from falling. "I have the finest spider-silk garmets available. The colors are most beautiful. I have information to sell, scrolls, a few magic items and toys." He pulls out a stuffed bugbear and thrusts it at you. "Oh, no kids. Nevermind," he says and puts it back.

Krinklespine continues to rummage through his wares, setting out stacks of fine clothes. His non-magical wares, what he asks for them and in parentheses what he is willing to accept for them is listed below. He will barter for some of the items if he believes he is getting the better end of the deal. DMs should feel free to add items and change prices.

Buckles	**8 gp (4 gp)**
Pot	**2 gp (1 gp)**
Penants	**2 sp (1 sp)**
Silk Table Cloth	**2 gp (1 gp)**
Pinwheels	**2 sp (1 sp)**
Silk Waist Cord	**3 gp (1 gp)**
Sword belt	**8 gp (4 gp)**
Pipe	**2 gp (1 gp)**
Small Mirrors	**30 gp (20 gp)**
Silk Rope	**2 gp (1 gp)**
Spectacles	**50 gp (35 gp)**
Silk Shirt	**25 gp (20 gp)**
Pen and Ink Set	**8 gp (5 gp)**
Cloak	**40 gp (30 gp)**
Silk Skirt	**30 gp (20 gp)**

Silk Sash Cords ..... **4 gp (2 gp)**
Silk Pants ..... **28 gp (20 gp)**
Tea Service ..... **90 gp (70 gp)**
Silk Dress ..... **50 gp (40 gp)**
Spy glass ..... **60 gp (50 gp)**
Silk Socks ..... **8 gp (4 gp)**
Crowbar ..... **20 gp (15 gp)**
Hat ..... **5 gp (4 gp)**
Silk gloves ..... **10 gp (7 gp)**
Treasure map* ..... **90 gp (60 gp)**
Contest Scroll** ..... **30 gp (25 gp)**
Stuffed Toy ..... **4 gp (1 gp)**
Sealing Wax ..... **5 gp (2 gp)**

*The treasure maps will be very incomplete. For example, a map might show a mountain with an "X" on it, a giant and a large tree. The map will not show where the mountain is with respect to the rest of the continent. Krinklespine has six of these maps. DMs should feel free to develop Krinklespine's other maps, which could eventually lead into adventures for the characters.

**This contest scroll is described above.

The silk goods which Krinklespine sells are of fine quality. And the players should realize they are very reasonably priced. Krinklespine will even offer to sell them a silk handkerchief for 1 gp, which he will spin without them noticing. When this handkerchief is presented to a player character, that character will notice that the handkerchief is warm.

The following are magic items Krinklespine has for sale, what he asks for them and in parentheses what he will accept. None of them work properly, but he will not tell the player characters this. And he will not allow the player characters to try the items in his presence. These items may not be returned or exchanged. DMs are welcome to add other items which do not work properly.

PROTECTION FROM LYCANTHROPES SCROLL ..... 200 gp (120 gp)

This scroll will protect any lycanthropes in the area of the spell's effect. It makes the lycanthropes −4 to be hit and gives them a +2 bonus to hit the player characters.

SHOE OF LEAPING AND TUMBLING ..... 100 gp (60 gp)

This one shoe will help a character leap. But because its mate is not with it, the character will not be able to land on his feet. Also, it is somewhat random how far the shoe will allow a character to leap, and it usually is not the same distance twice. The command word is "skip".

CRYSTAL OF WARNING ..... 200 gp (150 gp)

This wondrous crystal glows orange like a continual light spell when it is held by a player character. However, the crystal beeps loudly when the characters come within 100 feet of creatures or strangers. If the characters buy this item, they will not learn of this side effect until they encounter other characters or monsters. Even if the crystal is set down, it will continue beeping. It will not beep in the presence of the crystal-carrier's friends.

FLYING CARPET .... 1,100 gp (850 gp)

This flying carpet acts as a pair of wings. The command words are "I want to fly like an eagle," and when they are spoken the carpet begins to flap like a pair of wings, making it difficult for the person or persons sitting on it to keep from falling.

RING OF TWO WISHES ..... 3,500 gp (2,500 gp)

The ring will grant the reverse of whatever a player character asks for. Likely by the time the characters figure this out the ring will be useless. However, the ring is of fine workmanship and is worth 300 gp when the magic is gone.

+1 CHAOTIC GOOD SHORT SWORD ..... 1,000 gp (800 gp)

This sword is indeed chaotic. It is very chaotic whether the sword will be +1 to hit, +1 to damage, −1 to hit or −1 damage. The DM should roll a four-sided dice each round to determine which of the above the sword has decided to do. In addition, there is a 50% chance the sword won't use its magical properties. This also should be checked each round.

EYE OF THE EAGLE .. 200 gp (100 gp)

This is just one eye of the eagle. Using it distorts vision so bad, that a character wearing it cannot judge at what distance he sees objects.

GAUNTLET OF OGRE POWER ..... 800 gp (700 gp)

This single gauntlet has been tuned up, and its strength cannot be controlled. The wearer cannot grasp sword hilts with it, as it will crush the hilts. It will turn drinking glasses and other common items to a powder. Indeed, it is quite a nuisance. However, a clever player could find some practical uses for it.

DRAGON TEETH ..... 200 gp per tooth (110 gp).

Krinklespine has six of these teeth. He will imply that these teeth grow into something fantastic if they are planted in moist soil and watered regularly. Actually, they will grow into teeth the size of a large water bucket.

UNKNOWN POTIONS ..... 50 gp each.

Krinklespine will not haggle on the prices of these potions. And he will be very honest that he doesn't know what they will do. However, he knows they are not poison or cursed. The red potion will turn the imbiber invisible — just the imbiber's body. The hair, clothes and other possessions will remain visible. Its duration is 24 hours. The green potion will cause the imbiber to jump every time he takes a step. One step equals an eight-foot jump. Duration is 24 turns. The clear potion will turn the imbiber's hair pink for 48 hours.

Krinklespine likes to barter, and if he sees an item on a player character that he would like, he will make an offer. He might be tempted to give a character an unknown potion in exchange for an item he wants. Krinklespine will poke around some of the goods he is trying to sell, and he will occasionally toss an item over his shoulder into an invisible bag of holding. To the player characters it will seem like Krinklespine threw the item into nothingness.

If the player characters react well to Krinklespine, he will offer them the three unknown potions or several silk garments if they will open a locked box he has. It is a small box that is locked and trapped. Krinklespine says he is positive it is not cursed, but he doesn't have the skills to open it. The box is trapped with sleep poison; a character opening it, who does not save, will sleep for three turns. The box contains a silver neckchain worth 400 gp. Krinklespine will be a little disappointed when it is opened, as he had hoped a trapped box would yield something fantastic.

If the player characters at any time attack Krinklespine — even if they attack before he gets a chance to display his goods — the twisted man will cast a spell at them to let them realize he is dangerous, and then will use another spell to get away. Krinklespine does not want to hurt anyone. But he definitely does not want to do business with unruly characters. Please note that in an initial round of combat the characters cannot hit Krinklespine. The reason for this is explained in his background.

KRINKLESPINE:

STR 17	AC: 2
INT 10	AL: Neutral
WIS 10	Level: 10
DEX 10	Hps: 30
CON 10	
CHR 9	
COM 5	

Magic items: *Bracers of AC 2, Bag of Holding, Myrlund's Spoon, Zagyg's Spell Component Case, Wings of Flying, Nolzur's Marvelous Pigments, and Potions of Rainbow Hues, Extra Healing and Polymorph Self.*

Krinklespine will not barter or sell any of these items.)

Spells carried...cantrips — *Sneeze, Scratch, Giggle*; first level — *Magic Missile, Detect Magic, Charm Person*; second level — *Mirror Image, ESP, Invisibility, Tasha's Uncontrollable Hideous Laughter*; third level — *Cloudburst, Hold Person, Tongues*; fourth level — *Ice Storm, Polymorph Other*; fifth level — *Cloudkill, Telekinesis*

Krinklespine's story: Krinklespine is a 10th-level magic-user who has never had much luck with magical research. He hasn't had much luck with anything, and has frequently fallen victim to various curses. His bird's foot is from a failed attempt to permanize a flying potion; his tentacled arms are from trying to duplicate the abilities of a displacer beast; and his fangs and ears are from trying to gain some of the abilities of an ettercap...which he partially accomplished. He now has the fangs and ears of an ettercap and the ability to spin spider silk. If he spins handkerchiefs for the

player characters, he will reach inside his cloak and spin the items while he pretends he is fumbling around for something in a pocket. His failures have met with limited success, such as in his experiments with a displacer beast. Characters will not be able to strike him during an initial round of combat because he has the same ability as a displacer beast. In addition, he has the powers of a blink dog...also gained in a previous experiment.

Krinklespine sells silk garments and assorted items to pay for his magical research. He has not given up his research. His failures have only made him more determined to continue experimenting.

He is extremely curious. He will ask those he encounters about themselves, what they are doing and what types of items they have to barter. However, he will not reveal information about himself to strangers. And he will not discuss his strange appendages. If someone asks about his bird's foot he might mumble something about an accident or say, "Oh, that's nothing" and continue on with what he is doing or talking about. He is always anxious to learn knew things and to discover new ways of doing common things, such as making pinwheels, etc. There is little in life he is afraid of...except lizards. He was turned into one by accident a few years ago and has had an aversion to the creatures ever since. Krinklespine has few friends; he wants it that way. His closest companions are his several familiars he keeps in his room in The Living City. Therefore, Krinklespine never acts overly friendly and does not react warmly to the kindness of others.

A Case for Cultures

by Randal S. Doering

This is Randal's first article for the POLYHEDRON™ Newszine. He lives in San Francisco, California, and is a new member of the RPGA™ Network. Welcome, Randal. We look forward to more articles.

It is a sad but true fact that the common denizens of many AD&D® Game campaigns are boring. They are built of wafer-thin stereotypes of which the players quickly grow weary. For excitement, most DMs rely on exotic monsters and fantastic treasures. But if these are not supported with a solid background, even the horrible creatures and crown jewels of ruined kings become dull. The characters need to be a part of a living, dynamic world where their adventures are woven into a tapestry of richly-detailed peoples and societies. To provide such a background, DMs need to think about cultures which make up their worlds.

A culture is much more than a group of creatures of like race sitting in one spot on a map. A culture includes vital features of that group's lifestyle, such as its politics, religion, economy, its relationship with the environment and many other factors. The task of developing an extensive culture appears daunting at first, but in actuality it isn't. If DMs carefully study the statistics for any given race — noting particularly any unusual features such as high magic resistance, extreme intelligence and special abilities, they will find that ideas for a culture spring from that race's statistics.

Because there are so many variables between creatures, environments and basic rules in DMs' campaigns, I decided to give examples of extensively-developed cultures from my world rather than trying to set up dozens of "how to" rules and guidelines. The two examples I offer here from my campaign are the wild elves and the hobgoblins. I drew material for these descriptions from the various Monster Manuals, the Dungeon Master's Guide, the many worlds of fantasy literature, movies and even history. The players in my campaign helped me greatly, as they became interested in these cultures and asked me questions about them. These cultures are still growing and expanding as splinter groups and special factions.

These examples give brief descriptions of the background information I began with and cover the vital aspects of each culture. This is certainly not a total coverage of these cultures, but it is enough to present ideas on how to develop cultures of your own.

THE WILD ELVES OF BALON: A STUDY IN SURVIVAL

These little elves interested me because of their xenophobia, unusually high strength, abilities with animals and trap-building knowledge. In my campaign I developed an area where the grugach, the wild elves, lived. It is a jungle-covered mountainous area called Balon. Many of the ideas I developed for their culture were gleaned from the Elfquest comic books. I put these bits and pieces together to form my most intricately-detailed demi-human society.

Seventy five hundred years ago there was a great famine in the eastern mountains where the wood elves lived. And in desperation, nearly six hundred thousand of these folk set out to find new lands. Tens of thousands of the forest-dwelling elves perished as they crossed the Great Waste and battled creatures unlike any they had seen before. Men opposed these hapless wanderers, as did the savage tropical climate. A hundred years of grim struggle brought the wood elves to the rain forests of Balon. There the fight for survival truly began.

The tropical forests were harsh teachers. The climate was too hot for most types of armor, and no metal was available from which to forge weapons. The humans of the new land were hostile, fearing the elves as demons. And the men killed the elves wherever they found them. Even the plant life was strange, forcing the elves to experiment to find new food sources. But worst of all were the monsters. Where the great mountains had been cleared for generations of most monsters, the rain forests sported deadly flora and fauna. In the first decades thousands of the slowly-changing wood elves fell to claw and tooth, vine and creeper. The old ways failed in the face of such brutality, so those ways were abandoned along with the priests who tried to keep them alive. The first generations lived in a time of nightmare, in a conflict between old and new.

However, out of the madness and death came the survivors, less than a tenth in number from the small nation which trekked to the new land. Their civilized customs were gone. Written language had been the first casualty, followed by the skill of metalworking. It was quickly discovered that building homes and fortresses did not keep out the jungle's terrors. Creatures had found such elven communities were more convenient sources of meat than having to hunt scattered prey. Eventually, the elves took to living in small groups, or bands, which moved constantly. The new law was kill or be killed, no quarter given. The gurgach, "the homeless" in their corrupt wood elven tongue, had evolved.

The wild elves found that in Balon the normal animals also had a difficult time surviving against the unnatural abominations which ruled the jungles. Ever willing to take what help was at hand, the wild elves captured and trained animals to help the odds of survival. As time passed, the bonds between the elves and their animals evolved into love and respect. Thus developed the animal friendship power of this race. Every band of wild elves now has an animal race as friends, most bands favoring carnivores. The most powerful

bands from Balon's mountains have flying animal friends, which also serve as steeds.

The wild elves developed new means of combat in response to the rough terrain. Missile weapons had proven next to useless in the dense undergrowth, where most encounters took place at distances seldom farther than twenty feet. So the grugach learned to melee almost exclusively. With no metal, stone weapons were developed. These heavier weapons and excessive close combat improved upon the already above average strength of the wood elves, giving the grugach increased stamina and power. Where creatures of tremendous size or power were concerned, the wild elves learned to craft deadly traps to be baited by fleet-footed warriors, who risked their lives to save the lives of their bands. The wild elves became as vicious as the jungle which was their home.

The warriors now lead the grugach, having long since taken command from the priests. The new elves place no gender restrictions on their warriors, expecting young and old, male and female, to fight equally and bravely when required. While nearly all wild elves have the potential to become great heroes and gain levels, the threat of death that adventuring brings prevents most from rising very high. Although a wild elf could conceivably achieve the wood elven maximum age of greater than a millenium, barely one in a hundred lives to celebrate old age. Wild elves mentally mature at the same rate as humans, with their adult ability reached at age 21.

In game terms, one in three of my wild elves is a 2nd-level fighter, and one in five is 3rd level. For every 10 wild elves there is an additional 4th-level fighter, and for every 20, there is a 5th-level warrior. There is a 6th-level fighter per 40 grugach. Bands with less than 50 members are led by a fighter of 7th or 8th level (7th if there are 30 or less grugach). For larger bands, the leader is 9th or 10th level. Bands of maximum size (80 members) have an additional 1 to 4 fighters of 7th level who aid the leader. In addition to these warriors, there is a 5 percent chance per 10 grugach that there will be a druid with the band, the druid having one level of experience for each seven members of the band up to about 12th level. The druids are of the priests' stock, adapted to the new environment. They use the jungle to fight Balon's monsters and help create conditions more favorable for their bands. Druids are expected to fight and often melee alongside the band leader. Druids are greatly appreciated and are often the leader's only advisor. No known band is blessed with more than one druid.

For all their warriors, wild elven bands battle as little as possible. Grugach never attack out of pointless principles such as honor or religious convictions; they view this as a loss of good warriors over pointless ideals. They kill to eat and in defense, and that is all. wild elves rarely fight other wild elves, as murder is universally punishable by painful death.

However, when wild elves fight, anything is acceptable. Grugach will employ poison, fire, acid, traps, spells, magic items, animal friends or whatever it takes to destroy their foes or kill their prey. Once a battle is joined, wild elves do not retreat unless most of them will obviously perish. Wild elves will die fighting before allowing themselves to be captured, for in captivity the free-willed grugach quickly sicken and die. Simply put, grugach are the most savage warriors on the face of my world.

There is a price for all these benefits. Because of the fierce struggle to survive, the wild elves have grown distrustful of anything which means competition. This distrust is so deeply rooted that it has become a mild form of madness, xenophobia. Wild elves will go to great lengths to avoid outsiders, resorting to killing them only if threatened by them. This paranoia extends even to other bands of wild elves, which carefully avoid one another. Any wild elf caught alone is in for a rough time and must pass all sorts of difficult tests to join a new band. As can be imagined, most wild elves stick close to their bands.

Even with this mental defect there is a curious strength. Bands are very close families, with each member willing to do anything for any other member; any less devotion would see the band quickly destroyed by the jungle's threats. Since all members of a band are expected to help defend the band, all members are considered equal, with no distinctions given for sex or skill.

Children are raised by the entire band and grow up with a strong sense of attachment to their band.

Player character wild elves in my world are considered by their people to be mentally crippled, for they do not exhibit the racial xenophobia. Since they have little fear of outsiders, these strange grugach wander from band to band, eventually reaching the outside world. The few who decide to leave Balon to explore the unknown lands become player characters. Usually only one in two thousand wild elves displays these freakish tendencies. Such grugach are treated with suspicion and fear by other wild elves and have great difficulty becoming leaders of any sort in their own culture.

The wild elven legends speak of extremely rare individuals who are huge in stature and endowed with super-mortal strength. These heroes are leaders of the mightiest bands and are never seen by outsiders, for they live in the heart of Balon's wilds. Wild elves of this sort have a 19 strength in game terms, the result of a natural 18/00 with a strength modifier. While elves like this are never allowed to be player characters, who must follow racial maximum rules, they are epic non-player characters who give player characters living legends to look for and look up to.

HOBGOBLINS IN THE DESERT OF SCREAMS: THE MASTER RACE

When I decided to develop an in-depth description for a humanoid race, I was immediately drawn to hobgoblins. I wanted a race which had caused humans much trouble in the past and could rise to do so again. More importantly, I wanted anything other than the usual screaming hordes of orcs. Hobgoblins were perfect. They are among the toughest of the man-sized humanoids, very militaristic and lawful in alignment. There was a lot of game information to work with, and I had all the real-world reference I could use by drawing from Nazi Germany. I put the hobgoblins in a forbidding desert and went from there.

When my world was young, men were only one of several dominant races. While man was allowed to live where he pleased, and elves owned the forests, the hobgoblins were forced to live in the cruel desert. Nothing grew in this devil's sandbox, and the only water was deep underground. The hobgoblins had to survive by digging to the water and raiding their human and elven neighbors. At this time the hobgoblins were chaotic and unorganized and were easily held in their miserable homeland by the other races. Every time they ventured forth in numbers, the hobgoblins were defeated by human barbarians and legions of elves. After a time they simply stopped leaving their tunnels, disappearing entirely from the surface world.

Their chaotic ways hindered their survival underground. Food, water and air were limited and demanded strict control. There were other underdwellers which attacked the hobgoblins, necessitating the formation of an efficient military to deal with the threat. It was only a matter of time before military might became the solution to all these problems.

Some legends say Maglubiyet himself came to whip the hobgoblins into shape, while others credit hobgoblin heroes. Regardless of who was responsible, there came a period of restructuring in the hobgoblin society. The old, weak and sick were ruthlessly eliminated, their remains used to start the great undergardens which would feed the Master Race (as the hobgoblins began to call themselves). The various factions and warring groups were beaten into a single cohesive unit united under one dictator. The military grew to include all males of proper age, with the rest of the males and all females being put to work supporting the soldiers. The hobgoblins discovered or stole the secret of mining and working hard metals such as mithril and adamantium, and equipped themselves with the best armor and weapons in the underworld. Aggressive patrols ruthlessly destroyed trespassers in the tunnels, while in the main caverns the military oversaw the rationing of all supplies. The hobgoblins slowly evolved from chaotic tribes into a like-minded force to be feared.

The Master Race gained strength under the new organization. The military was split into competitive branches of infantry and elite units, each with its own standard, motto and mission, and

these units learned to operate on the whole to bring maximum devastation to their foes. Two corps of leaders arose, non-commissioned officers and commissioned officers, to keep the troops firmly under control. Siege machines and strange new weapons, such as oils and acids, were devised and tested. Finally, the hobgoblins were ready for the surface again.

The resulting wars gave the Desert of Screams its name, as tribe after tribe of barbaric men fell to the hobgoblin war machine. The hobgoblins broke out of the desert and ravaged deep into the human and elven lands, multiplying their territorial bounds. The humans and elves finally drove the hobgoblins back during a suicidal series of battles, but the hobgoblin heartland was never touched by the avenging armies. These nameless wars lasted nearly five centuries.

Now, several thousand years later, the hobgoblins are the deadliest race on the continent. They have swept their underground tunnels and caverns free of all other civilized races for hundreds of miles and have patrols so strong that no other race can dare to contest them on their own ground. Practicing military units keep the Desert of Screams wiped clean and plunder into human lands once again. The hobgoblins have finally rebuilt enough strength to soon start another outward push.

Individual hobgoblins are little threat to a competent opponent, but in groups they are a force to be feared. Their dual-command system allows complete control of the troops and insures a strong leadership. The hobgoblins use the very best of equipment, with elite units having hard metal armor and some weapons of +1 to +3 in value. Standard units wear leather in the desert during the day and chainmail at night. Many elite units have discipline enough to match any legion of well-trained fighters. Their discipline is instilled from birth and maintained throughout life by brutal leaders. To the hobgoblin mind, war is a way of life. It is not a game, as humans often see it, but a means of livelihood. The hobgoblin soldier destroys all obstacles in his path, efficiently and mercilessly. He gives no quarter and demands none. Hobgoblin units seldom break in battle, but those which do must flee or be wiped out by their peers when the fighting is over. Cowardice is the ultimate crime in hobgoblin society.

The hobgoblins of the Desert of Screams are set up in roughly the same strengths as given in the AD&D® game Monster Manual. A group of 20 is lead by a non-commissioned sergeant and is called a patrol. A squadron is comprised of 100 hobgoblins lead by an officer and a non-commissioned master sergeant. Companies are comprised of 200 troops lead by a tasha and a non-commissioned first sergeant. A thousand hobgoblins form a regiment, the largest military unit. It is lead by a corsak, which is equal to a troll in prowess and has an armor class of 1 or 0, fights as a 6 hit die monster and has 35 to 40 hit points. The corsak is accompanied by a sergeant major who is the equal to the "chieftan" mentioned in the Monster Manual. The officer corps forms the battle plans and passes them on to their non-commissioned officers to carry out. No love is lost between the leaders, but they need each other and must work together to insure maximum efficiency. Every regiment is supported by nearly 4,500 women and children at home. Supplies are carried by slave-drawn carts during combat operations. Each regiment has 40 heavy catapults, 40 light catapults and 20 ballistae assigned to it, for use in major campaigns.

There is one drawback to this system. When the leaders of a hobgoblin unit — of any size — are wiped out, the unit immediately falls apart. Individual hobgoblins quickly fold without strong leadership. A few human commanders have picked up on this in my world, targeting leaders and thereby bringing entire regiments to their knees with relative ease. Any out-of-command hobgoblin unit breaks from its engagement and falls back to reinforce other units with surviving commanders. Of course, leaders try to stay in the midst of their troops, using them as cover.

Along with their warriors and leaders, the hobgoblins have shamans and witch doctors to employ the arcane arts. These individuals counter enemy magic and aid their troops with spells. They also battle if this is called for. Most importantly, these rare hobgoblins operate the few magical items owned by the regiments, adding considerable firepower to the swords and bows of the foot soldiers. Each regiment is assigned a shaman of 4th to 7th level, a witch doctor of 1st to 6th level (which uses clerical spells) and a magic-user of 1st to 4th level.

Hobgoblins have no cavalry or aerial units, but they have special siege machines to direct against enemy troops.

The small groups of hobgoblins — as presented in the Monster Manual — which are met outside the Desert of Screams are the remnants of units which have deserted, broken in battle and fled, or hired out as mercenaries for some reason. They retain their standard and motto (or tribal name, as some mistaken sages like to say), but they have little else.

These wandering hobgoblins are despised by humans and their allies, other humanoids and their own people. Many of these hobgoblins do not live long. A few particularly powerful units have managed to survive and prosper, however, and these have become well known in their infamy.

All of this war activity has made the hobgoblins many enemies, and, therefore, allows many opportunities to use the race as adventure centerpieces. Characters may take on patrols or "lost tribes," be commissioned to lead armies using the AD&D® Game BATTLESYSTEMS™ rules format against a hobgoblin force, decide to free slaves kept by this race, steal high-quality gear, or perhaps try for hobgoblin plunder. There are dozens of possibilities to explore, with individual adventures easily arising from the wealth of information available.

As I noted at the beginning of this article, this information is by no means complete. Even if every DM who reads these examples decided to adopt them in their entirety, subtle differences would quickly emerge between campaigns. This is the goal to strive for, taking races which are unexceptional and making them interesting and unusual. I hope these examples help others design unique and complex cultures. You will find that the cultures expand and seem to take on a life of their own, adding greatly to a campaign's flavor and helping insure that a campaign can continue for a long time.

The Critical Hit

Honor Comes Alive With ORIENTAL ADVENTURES

by Errol Farstad

"The mysterious and exotic Orient, land of spices and warlords, has at last opened her gates to the West."

The gates have indeed been opened to the orient, thanks to David "Zeb" Cook. And in doing so, he has unleashed a veritable Pandora's Box with *Oriental Adventures* from TSR, Inc.

With this supplement, I am sure there will be requests for an increasing amount of modules, more magic, monsters and an entire campaign for Dungeon Masters to work with.

PACKAGING • • • • (9)

Once again, Jeff Easley lends his considerable artistic talent to grace the front cover with a mounted samurai preparing to strike a ninja, though the ninja in question seems to have a counter-strike prepared. All this on a solid hard-bound cover that is the trademark of all AD&D® Game books.

The inside artwork is a cross between current contemporary and traditional oriental. The best work, however, is that of the weapons illustrations. Most of the weapons described are clearly detailed. Those that are not illustrated are explained clearly.

RULES AND EXPLANATIONS • • • (8)

Oriental Adventures can easily take the place of the Player's Handbook for those Dungeon Masters who want to run a strictly oriental campaign. The information within has all the information dealing with character statistics, including comeliness. From there, just about everything that was in the Player's Handbook was tossed out the window for Oriental Adventures, which I consider a well-written and fairly easily understood supplement.

New Races

There are three new races; the Korobukuru (oriental dwarves), the Hengeyokai (shape-changers) and Spirit Folk.

Do not laugh at the Korobukuru. They can be just as mean, tough and nasty as their western cousins, though they are more secluded from human society.

The Hengeyokai have the ability to change into one form (i.e., dog, crane, hare, etc.) like the lycanthropes. Unlike the were-folk, however, their shape-changes are not dominated by the moon. Another plus is that the Hengeyokai are not necessarily evil (as most lycanthropes are). And their alignment determines what shape they can form. For example, a chaotic Hengeyokai can change into a monkey.

Spirit Folk are the most limited. There are three types, Bamboo, River and Sea. Of the three, the Sea Spirit Folk are the most numerous and the least limited.

The power of the Spirit Folk is tied to a particular place, such as a grove of bamboo, a river or the sea. If that place is damaged or destroyed, the Spirit Folk tied to that place die. Again, the exception is the Sea Spirit Folk, as they receive no special benefit from the sea as the bamboo and river Spirit Folk do from their places.

New Character Classes

Eight new character classes grace the pages of Oriental Adventures, plus the addition of two familiar classes; the monk and the barbarian. Both have changed to match the eastern atmosphere. The other classes include: Bushi (Professional Soldier), Ninja, Samurai (Warrior Noble), Shkenja (Wandering Holy Man), Sohei (Warrior Priest), Wu Jen (Hermit Magician), Yakuza (Thug) and Kensai (Sword Masters).

To some of you, the names of the different classes are mere substitutes for the standard player character classes we know. Not so. I assure you, there is more to these classes than meets the eye. For instance, while many spells may be familiar to current AD&D® Game players, there are lots of new spells for the Wu Jen and Shukenja. Bushi are more than "just another type of fighter" and Samurai are much, much more than an oriental cavalier. While they may be broken down to the basic four-...fighter, magic-user, cleric and thief, they-'ll have something that is unique to their culture. This uniqueness is what separates these from their western counterparts, who are known as gajin or gaijin. That uniqueness is called honor and ki.

Honor and Ki

The writers did an excellent job explaining honor and how it relates to Oriental Adventures, devoting an entire section to the subject. Oriental Adventures players start with a certain number of honor points, based on PC class and family lineage, which can be added to or subtracted from, depending on how the PC acts during his or her adventuring career.

Ki (pronounced kee), however, is something of an abstract term, and unfortunately there is no written explanation for it, except for a brief statement on page 11. For those who have never studied any form of oriental culture, Ki is one's "inner strength" or "inner power." The book describes it as "spirit energy" or "spirit force." Each character class - with the exception of barbarians - has a particular method of making use of the ki power. As an example, a Kensai (my favorite PC class) can, by focusing his ki, inflict maximum damage on a hit with his speciality weapon. This can work as many times a day as the Kensai has levels.

New Material

Also included are non-weapon proficiencies, such as reading and writing, falconry and painting with a skill level assigned to each. There are new weapons, a new way of handling armor and money, and, of course, there are new magic items and monsters.

With Oriental Adventures instead of buying a suit of armor, one can build a suit piece by piece. And one's armor class is lowered one to two steps at a time, depending on the pieces selected. There are, however, a few familiar suits if anyone prefers to use them instead. Plate mail and plate armor are not available. This is not surprising, as the orientals would consider anyone wearing that much metal a coward for hiding in such armor. Besides, the cost for such armor probably would be astronomical.

Money not only has different names, but the exchange rates are a bit complicated at first. Also, gold and platinum pieces are virtually unheard of in the oriental world, and they depend on the current market value for worth.

The magic items are unique, but there is not the glut as found in the Dungeon Master's Guide. I find this understandable, as any magic item is considered rare and legendary in the orient.

DEGREE OF DIFFICULTY — 2

I strongly suggest that any player of Oriental Adventures have at least six months of gaming experience before trying it out.

MISCELLANEOUS • • • (7)

Too Much Material?

I already have covered a lot of things in prior sections of this article, and this is a reflection of the book itself, as there is quite a bit of information in Oriental Adventures Book.

(continued on page 32

TSR, Inc. has been publishing game aids for AD&D® Game with both the player and the Dungeon Master in mind, specifically in the Unearthed Arcana Book and Oriental Adventures Book.

While we anxiously await the revision of the AD&D® Game books, supplements like Oriental Adventures and Unearthed Arcana keep us from going hungry for new material.

While the blending of material for player and Dungeon Master is not a bad concept, I dislike players having immediate access to what is supposed to be privileged information. Admittedly, it is not financially feasible for TSR, Inc. to publish two smaller books, one for the player, and one for the Dungeon Master, but I feel if a player wants to cheat and memorize Dungeon Master material they should pay for a separate book for that privileged material.

A Minor Problem

A minor problem is the combining of Oriental Adventures into a standard "western" AD&D® Game campaign. It is not easy, but it can be done. As mentioned earlier, oriental characters rely on honor and ki as a way of life. I am not saying certain medieval AD&D characters do not have honor, but western characters do not have such a dependency on honor that a single act can utterly disgrace a character. There is, however, a balance between the two when it comes to special powers. Oriental characters have ki, while medieval characters have their special options; fighters can specialize, rangers can track, etc.

Oriental Adventures in its entirety is well organized. Everything is sorted into its proper sections and it is all properly indexed. In addition, I could not find any typographical errors.

OVERALL * * * (8)

Oriental Adventures is a nice addition to the AD&D® Game world, but for those who have never had a taste of the orient, it would be wise to pick up a book on the subject before playing this game. There are several mentioned in the bibliography of Oriental Adventures. One that I highly recommend, which is not listed, is Shogun, by James Clavell. Not only does it give you a taste of Japanese culture, but it shows how well a gajin fits into the day to day living of Japan.

(continued from page 8)

be used as traps and warning devices with the proper use of string and tack.

Pass Without Trace: This spell can be used in an interesting way. When it is cast on another creature, the ground the creature passes over will radiate magic for 1 to 6 turns. It will enable you to track it easily.

Plant Growth: This is a good way for a druid to rest in safety. An 8th level druid can stay within an oak tree for 12 hours.

Protection From Fire/Lightning: Because of the great amount of damage that is negated by this spell, a clever druid could enrage a dragon (for example) so it wastes its breath weapon.

Speak With Animals: See the clerical spell.

Sticks To Snakes: See the clerical spell.

Transmute Rock To Mud: This spell is doubly effective when targeted on ceilings, pillars and other strategic, structurally-located points.

Warp Wood: This spell may be effective against enemies' maps, scrolls and spell books.

SPECIAL ABILITIES: The shape-shifting power of the druid is very powerful if used correctly. Druids can have the eyesight of an eagle, the olfactory sense of a weasel and the hearing of a cat. They can emit sonar and deadly poisons.

The language ability of the druid is equally impressive. A 12th-level half-elven druid can have 19 languages in addition to Common.

Classifieds

CANADA: ATTN Scarberians - I would like to form a Role Playing Club in our area. Mainly D&D/AD&D® game oriented but other gamers will be eagerly welcomed. Co-ed groups encouraged! Experience preferred but not required. This may be your opportunity to find new players/GMs or to learn new games. Write: Michael E. Naglick, 226 Morningside Ave., Scarborough, Ontario, M1E 3E1. Phone #: 284-7591.

HELP! Aren't there any female or unsexist male rpg players in Toronto? If you're out there and play D&D® game, Aftermath, Runequest or are willing to teach anything else write to or call: Marijke (Marika) Edmondson 361 Hillsdale Ave. E., Toronto, Ontario M4S 1T9, (419) 489-5298.

CALIFORNIA: Intelligent and locquacious 17-year-old is looking for a pen-pal. My main interests are the D&D and AD&D game. Correspondence from as many people possible is greatly welcomed. Contact: Chris Saraga, 6718 Jamieson Avenue, Reseda, CA. 91335.

CALIFORNIA: For Sale: Used modules, boxed ruled sets, hardcover reference books, and other games. I still play AD&D, but need to get rid of some supplements. I need to know locations where people buy used D&D and other game accessories. I live in the southern California area - in Los Angeles County. Contact: Jonathan Romano, 16907 Ave. De Santa Ynez, Pacific Palisades, CA. 90272.

CALIFORNIA: Wanted: Uneeded issues of Polyhedron Newszine from Issue # 1 to 30. Name your price. Rm2 Ron Belcher (USN), USS Brooke FFG-1, FPO S.F., CA. 96661-1459.

CALIFORNIA: DM desires to start a FREE play-by-mail AD&D game. All races and classes allowed up to 12 players, first come first served. Continental US only. Write: Tom Franks, 1468 Edgewood Dr., Redding, CA. 96003.

CALIFORNIA: Players wanted for beginning Warhammer campaign. Also AD&D, MERP, Call of Cthulhu. Our group plays every other week in the Los Angeles area (average age 30). Novices and women welcome. Call: Anthony at 213-390-2828.

ILLINOIS: Experienced gamer wants pen-pals for exchange of ideas and possible PBM game. I play AD&D, Oriental AD&D, Gamma World, Adv. Marvel Super Heroes, many others. Contact: James L. Elmore, C Btry, 7/1st FA, 2709 McDonough, Joliet, IL. 60436.

ILLINOIS: Pen Pals Wanted: Would like to correspond with Cthulhu By Gaslight, AD&D, Oriental Adventures, and Traveller refs. David Jezierski, 3625 S. Marshfield, Chicago, IL. 60609.

INDIANA: I'm setting up a campaign, and need help running politics. I'm considering a PBM game, and I need about 10-15 players. AD&D rules. Any takers? Contact: Aaron Stanton, 4652 N. Kenwood Ave., Indianapolis, IN. 46208

KANSAS: A rather bored teenaged gamer looking for anybody in the Wichita area whose interests include D&D or AD&D. Please contact: Matt Foster, 5229 W 63 St., Wichita, KS. 67215. Or call: (316) 529-1937.

MARYLAND: PEN PAL WANTED: Experienced gamer (10-12 years D&D, AD&D experience), writer, seeks pen pal(s) for the swapping of war stories and the exchange of ideas. Stamps are cheap, friendships are not. All are welcome, all letters will be answered. Contact: Brian Seitz, P.O. Box 700, Jessup, MD. 20794.

MINNESOTA: 14 year old looking for players of The Revised Recon, Twilight 2000, Fortress America, Axis & Allies and Battletech. Will start mercenary unit if I can find enough players for Battletech. Contact: Chris Ramseyer, 3420 152nd Lane NW, Andover, MN. 55304. (612) 427-6295.

MISSOURI: For Sale: Tons of AD&D books and modules. Most in mint condition. If interested, please contact: John Jacobi, 7 Bel Rae Ct. Apt. G, St. Charles, MO. 63301

MISSOURI: *Confidential*For Your Eyes Only* Administrator seeks candidates for Top Secret PBM willing to risk postage costs. Should you accept this mission write to: CARP C/O M.S. McPherson, 747 Dover Dr., Independence, MO. 64056.

NEW JERSEY: For Sale: Dragonquest, DragonHunt, Toon, Bunnies & Burrows, Indiana Jones Role Playing with IJ1 The Temple of Doom Adventure Pack (No cardboard counters), Titan, Champions, Middle Earth Role Playing, Rescue from the Hive, Most of the AD&D and D&D modules (New and old conditions), and the old DM's Screen. For information call Andy at (201) 494-5417 or (201) 494-8278, or write: Andy Cogswell, 8 Fred Place, Edison, NJ. 08817. Reasonably low prices. Prices are according to condition of item and original price.

NEW JERSEY: "LOST": The female AD&D player. If you know the whereabouts of, or if you are one, please contact Andy Cogswell at: The Dungeon Master's Guild 8 Fred Place, Edison, NJ. 08817. If one of these creatures is found in Middlesex County NJ., please call me at: (201)494-5417 or (201)494-8278. A reward of excellent gaming will be given.

NEW JERSEY: Any D&D or AD&D Groups in Beyer County, who is interested in a 14 year old with 5 years experience, contact: Damon McColgan (201) 652-5302.

NEW JERSEY: AD&D® game PBM! Do you play the AD&D® game? If you do, you should join THE DUNGEON MASTER'S GUILD, and AD&D® game PBM set in the WORLD OF GREYHAWK™ fantasy setting. It's free, except for postage! Write or call: The Dungeon Master's Guild % Andy Cogswell 8 Fred Place, Edison, NJ. 08817. Phone: (201)494-5417 or (201) 494-8278.

NEW YORK: Fourteen year old boy seeks correspondence with teenagers 13-15, girls welcome, too!!! Interests: AD&D, Amateur Radio, Espionage, Science Fiction/Fantasy. R. J. Snell, Jr., 1463 Ney Ave., Utica, NY. 13502.

NEW YORK: Inventive Gamemaster looking for players to try my style. I'm very creative and have 5 years of experience but I'm also ready to break in new players to my mainly Superhero scenarios. Contact: Brian Doyle, 3424 Know Place, Apt. 2B, Bronx, NY. 10467. Phone: 212-654-1666.

NEW YORK: Looking for experienced players to form role-playing club. Ages 16 and up preferred. Contact: Steven Hartman, 2597 Mariners Avenue, Wantagh, NY. 11793. Phone: 516-785-6258

OHIO: Anyone interested in PBMing in "Hell"? Well, not really, "Hell". If so, contact: Jeff Young, 883 Champagne, Bowling Green, Ohio. 43402.

OHIO: Desperate DM seeking PCs. Will play any game, but has a preference for TSR products. Please contact: Douglas M. Burck 1942 Fairfax Ave., Cincinnati, Ohio. 45207. Phone: (513) 751-5611

OHIO: The OHIO GAMING ASSOCIATION, A statewide information network, is forming an RPGA section. SASE for information. OGA, Box 24, Cuyahoga Falls, Ohio. 44222

PENNSYLVANIA: Advanced Dungeons and Dragons Players needed to play Friday nights and Saturdays, 14 years or older. Contact Tim Lauchnor Box 56 F Rd #1 East Greenville, PA. 18041. Phone: (215) 679-2922 (after 5:30 PM)

RHODE ISLAND: 16 yr. old player with DM with 4 yrs. experience seeks players or anyone interested in playing AD&D in the West Warwick/Coventry area. Inexperienced welcome, female players preferred. MUST be mature. Contact: Liz Townsend, 96 Harris Ave., West Warwick, RI. 02893.

TEXAS: WARGAMERS WANTED: Interested in meeting and playing with other wargamers in the Houston area. Ancient, Medevil, Fantasy 25mm. 60 or more Miniatures painted and mounted preferred. I am interested in trying different Miniature wargame rules that have to do with Ancient, Medevil and Fantasy wargaming. Contact: Jimmy Nugent, 602 E. Alabama St., Wharton, TX. 77488 (409)532-3976.

UTAH: SPECIAL FOR SALE: Various D&D, AD&D, and Marvel Superheroes Modules, in excellent condition. For more information contact: Paul Haynes, P.O. Box 1094, Cedar City, UT. 84720.

WASHINGTON: Polyhedron issues 9 and 10. Contact: Gerald O. Pollard, P.O. Box 3126, Lynnwood, WA. 98046-3126

WASHINGTON: "Help! I'm dying of boredom! I want - no [need] to join a gaming group. I am really good at AD&D, but am willing to learn almost anything. I will join any gaming group ages 15 and up in the Olympia/Lacey/Turnwater area. I'm desperate!" Please contact: Peter Young, 813 E Dundee Rd., Olympia, WA. 98502. Phone: 352-3239

WISCONSIN: Looking for gamers interested in joining a gaming group in the SE Wisconsin area. Interested primarily in AD&D or fantasy role playing games. Contact: John Mattioli (642-3119) or Scott Huth (642-3591).

RPGA™ NETWORK CLUB PROGRAM

The Role Playing Game Association™ Network is revising its club program in an effort to better benefit the RPGA™ Network members who belong to local gaming organizations and to promote the forming of such local organizations.

This program, which will officially begin August 31, 1987, is expanded and much improved from what the RPGA™ Network offered clubs in the past. Clubs which participate will be given materials for their libraries, will have an opportunity to play-test products and will receive other benefits.

With the previous program, for as little as $2.50, a club with 25 or fewer members could call itself an RPGA™ Fellowship. For $10, a club with 76 or more members could call itself an RPGA™ College. There were little benefits with this program-other than being able to say your club was listed as an official RPGA™ Network club.

Clubs which during the past year paid those annual fees will retain their titles until May 1, 1988, or they may apply the dues from that program to the new club program. No more applications are being accepted under the old program.

It will now cost $35 to be chartered as an official RPGA™ Network club. That may seem like a significant increase in cost, but the money spent will be well worth it. Annual dues after a club is chartered will be $20. Local gaming clubs will have several avenues to raise the $35. For example, they might ask a local hobby store or other establishment to sponsor them as an RPGA™ Network club, or they may divide the cost of the chartering fee between all of the club members.

To seek a charter, a local club must have at least 10 members who are members in good standing of the RPGA™ Network. And they must submit the names and membership numbers of those Network members at the time the club seeks to get a charter. Ranks of the chartered clubs are as follows:

Rank of Club	No. of RPGA™ Members in Club
Fellowship	10 to 25
Guild	26 to 50
Conclave	51 to 75
Assembly	76 and above

Please note that a local club may have more members than this, but it is the club's actual number of RPGA™ Network members which determines the rank of the club.

In this new program, all RPGA™ Network clubs will receive at the time of their chartering:

Two hardbound gaming books, such as Monster Manuals or Players Handbooks, or one hardbound gaming book and a boxed role-playing game.

One softbound book that is an accessory to a role-playing game or one of the softbound book-sized modules for a role-playing game or a softbound book-sized role-playing game supplement.

Two regular-sized role-playing game modules.*

*Clubs will not be able to request specific materials. Distribution of the items will be based on the quantity and types of materials currently available to the RPGA™ Network. Some of the materials may be slightly damaged.

In addition, each club that is chartered will receive a plaque and a certificate, will be provided with opportunities to play-test new systems being developed, will receive a 5 percent discount on all orders of RPGA™ Network merchandise totalling more than $50, will be allowed to use the RPGA™ Network polyhedron dice logo (with appropriate TM mark, etc.) on their club stationary, will be listed in future directories as official RPGA™ Network clubs and will be able to participate in club contests which are being planned.

As a special bonus, each club that is chartered will be awarded a single complimentary RPGA™ Network membership that can be assigned at any time within that year to one local club member. For example, a club may wish to use this membership for a club member who may not be able to afford joining the RPGA™ Network, for a club member who performs outstanding service to the local organization or for a club member who wins a tournament.

When RPGA™ Network clubs renew their affiliation each year they will receive a regular module of Network HQ's choice and another single complimentary RPGA™ Network membership that can be given to a local club member.

As the club program develops, other services may arise. For example, a possible future addition could be RPGA™ Network tournament team competitions between clubs at large conventions such as GEN CON® Game Fair.

Local gaming clubs wishing to be chartered as RPGA™ Network clubs may begin applying now, using the attached form. Those clubs need to send a list of members and officers. Club members who are also members of the RPGA™ Network need to have their RPGA™ membership numbers listed next to their names so we can check our records to verify a club has a minimum of 10 RPGA™ Network members. When the verifications have been made, those gaming clubs will be sent a notice saying they will be accepted as a RPGA™ Network club. Clubs which do not have a minimum of 10 members who belong to the RPGA™ Network, will have their $35 check or money order returned. It should take approximately four to six weeks to receive the club materials. No materials will be sent until after GEN CON® Game Fair.

Official RPGA™ Network Club Registration Form

This application must be filled out completely and must be accompanied by a list of your club's members. Space for a partial list of members is provided at the bottom of this form. Those members who are also members of the RPGA™ Network should have their membership number listed next to their name. You must have 10 club members who are also members of the RPGA™ Network to qualify as an RPGA™ Network club.

CLUB NAME _____

CLUB ADDRESS _____

_____

CLUB PRESIDENT _____

ADDRESS _____

_____

WORK PHONE: _____

HOME PHONE: _____

RANK OF CLUB that your group qualifies for: _____

Fellowship	10 to 25 members (RPGA™ members)
Guild	26 to 50 members (RPGA™ members)
Conclave	51 to 75 members (RPGA™ members)
Assembly	76 plus members (RPGA™ members)

A $35 charter fee must accompany this form.

Which role-playing games does your club play? _____

_____

_____

Which adventure games does your club play? _____

_____

_____

Does your club specialize in a game? _____

When does your club meet? _____

Where does your club meet? _____

_____

Please list any other important information about your club on a separate piece of paper and include it with this form and your membership list.

Club members and their RPGA™ numbers:

_____

_____

_____

_____

_____

Convention Announcements

OCTOBER FANTASY REVEL
October 31-November 1

Come to the Paradise Village Inn in West Bend, WI. for the Halloween weekend. Featured will be several RPGA events, including AD&D Feature and Masters tournaments and Chill, Call of Cthulhu, Boot Hill and MechWarrior tournaments. The convention also will host a Saturday evening Halloween party and raw liver toss. Costumes are encouraged. Special guest: Jean Rabe. Other activities include several role-playing and board games. The gaming hall will open the evening of Oct. 30. Pre-registration is $5 a day or $10 for the weekend. On-site registration is $6 and $12. Admission to the Halloween party is $6. All RPGA members can receive a $2 discount on registration costs. For more information contact Keith Polster, 1812 West Morgan Drive, Apt. 6, West Bend, WI., 53095 For hotel reservations, call 414-334-2256, and mention you are a gamer to receive a room discount.

SAN DIEGO GAMING CONVENTION
November 6-8

This three-day gaming convention will be held at the exquisite Hotel San Diego, 339 West Broadway Street in San Diego, Calif. Events will include a wide variety of role-playing, board, and miniatures game tournaments, along with a large dealers' room and a host of open games. Registration is $15 until October 30, or $20 at the door. Special two-day and one-day registration fees are available at the door. Write to: SAN DIEGO GAMING CONVENTION, P.O. Box 881424, San Diego CA 92108; or call: (619) 569-1685 between 8 A.M. and 5 P.M.

ROCK-CON XIV, November 7-8

This year's ROCK-CON gaming convention will be held at the Wagon Wheel Resort in Rockton, Ill. Special guests include Gary Gygax, Jim Ward, Tom Wham, and Lou Zocchi. Special features will include over 60 different gaming events, along with a dealers' room with over 40 exhibitors. Other events include a miniatures painting contest (prizes awarded) and various miniatures competitions. Admission for both days is $5, with no additional gaming fees. Convention hours are 10 A.M. to midnight Saturday and 10 A.M. to 5 P.M. on Sunday. Write to: ROCK-CON XIV Information or Game Scheduling, 14225O Hansberry Road, Rockton IL 61072. Please make all checks payable to Black Hawk Distributors.

XANADU IV, November 13-15

This science fiction convention will be held at the Ramada Inn on Music Valley Drive in Nashville, Tenn. Poul Anderson will be guest of honor. A small number of RPGA™ Network tournaments will be featured, along with a few events sponsored by D.A.G.R. Memberships are $15 until October 1; $20 thereafter. Write to: William Tracy, c/o XANADU SF Con, P.O. Box 23281, Nashville TN 37202-3281.

PENTACON III, November 14

This one-day gaming convention will be held at the Whistler Ballroom and Grand Wayne Gallery in the Grand Wayne Center located at 120 W. Jefferson in Fort Wayne, Ind. An RPGA™ Network AD&D® tournament is featured, along with other AD&D® tournaments, miniatures battles, fantasy and science fiction role-playing games, a flea market, a miniatures painting contest, and the awarding of door prizes. A dealers' and manufacturers' room are also available. This convention runs from 9 A.M. to midnight. Write to: NIGA/PENTACON, P.O. Box 11133, Fort Wayne IN 46856; or call: Michael Durant at (219) 422-9964.

NOVOCON 3-D, November 21

This one-day gaming event, which is sponsored by the Ohio Gaming Association, will be held from 10 A.M. to midnight at the University of Akron in Akron, Ohio. Numerous role-playing games and miniatures competitions will be sponsored, along with an auction, a dealers' room, and various other activities. Membership fees are $5 for the day, with no additional event fees. Write to: NEO-GS, Box 412, Cuyahoga Falls OH 44222.

DALLAS FANTASY FAIR, November 27-29

Sponsored by Bulldog Productions, this comic book, science fiction, and film supershow takes place at the Marriott Park Central, 7750 I-635 at Hwy 45, in Dallas, Tex. Guests include Carole Nelson Douglas, Steve Erwin, Kerry Gammill, and many others. Other features include a huge dealers' room, a professional art show, an art contest, an art auction, video rooms, a masquerade, numerous workshops, previews of upcoming motion pictures, and a variety of gaming events and open gaming competition. Tickets for this event are $20 through November 1 and $25 thereafter. Write to: Bulldog Productions, P.O. Box 820488, Dallas TX 75382; or call: (214) 349-3367.

DRAGONMEET BALTIMORE
November 27-29

Sponsored by Games Workshop U.S., this science fiction and fantasy gaming convention will be held at the Marriott Inner Harbor Hotel in Baltimore, Md. Events include all types of games, with an extensive miniatures gaming schedule taking place over the length of this three-day affair. Gaming events are sponsored around the clock, with a program of films and videos showing concurrently. A miniatures painting workshop is also held at no additional expense to registrants. This workshop features artists spotlighted in the "Tabletop Heroes" section of *White Dwarf* magazine. Registration for this event is $20. One-day registration is $7.50 at the door. Write to: Timothy D. Olsen, Games Workshop, 231 Park Avenue, Baltimore MD 21201; or call: (301) 752-1493.

PELI-CON '87, November 27-29

This convention will be the first comics and gaming convention sponsored in the New Orleans area. Held at the Clarion Hotel on historic Canal Street in Downtown New Orleans, PELI-CON '87 will take place just blocks away from the ever-popular French Quarter. Guest artists from several comic book publishers will be present for panel discussions and autograph sessions. Other guests will include Ned Dameron, George Alec Effinger, Pat Adkins, David "Zeb" Cook, Mike Curtis, and Kirk Alyn. Game events featured include an AD&D® game tournament, an AD&D game trivia contest, Pente, BATTLESYSTEM™, and BATTLETECH® game competitions, and a variety of miniatures, board, and role-playing games. Prizes will be awarded for most events. Other features include a film and video room, a dealers' room, and a 24-hour gaming room. Registration fees for the weekend are $12 until October 1. Write to: PELI-CON '87 Convention Committee, 5200 Conti Street, New Orleans LA 70124.

TROPICON VI, December 4-6

This science fiction convention will be held at the Holiday Inn Oceanside in Ft. Lauderdale, Fla. Guests of honor include George R.R. Martin and Gail Bennett. Panels, movies, trivia, videos, filksinging, and gaming are featured. Registration is $12 until Oct. 31, and $15 thereafter. Tickets for the banquet are $19 if purchased before Nov. 30. Write to: SFSFS Secretary, P.O. Box 70143, Ft. Lauderdale FL 33307.

UNIVERSE 88, January 1-3, 1988

This game convention will be held at the Airport Hilton and Towers in Los Angeles, Calif. Featured events will include over 150 game tournaments (fantasy role-playing games, board games, war games, and family games), an exhibition room, films, seminars, and more. There will also be a full program of science fiction and fantasy events. Admission is $19.50 until December 5, and $25 at the door. Write to: UNIVERSE 88, Dept. D, P.O. Box 2577, Anaheim CA 92804; or call: (213) 867-4140.

CHIMERACON V, January 29-31, 1988

This science fiction and fantasy convention will be held at the University of North Carolina campus in Chapel Hill, N.C. Guests of honor include Nancy Springer, Hugo and Nebula Awards winner Orson Scott Card, Colleen Doran, Allen Wold, Lisa Cantrell, and Mark van Name. Events include a costume workshop and contest (costumed guests receive $1 off admission for Saturday registration), an Outer Limits Cantina Variety Show, filksinging, gaming, panels, and more. Admission prices are $6 per day, $11 for two days, and $15 for all three days. Preregistration for all three days is $12.50. Write to: 15-A University Gardens, Chapel Hill NC 27514; or call: (919) 933-3003.

GENGHIS CON IX, February 12-14, 1988

Join the Horde as GENGHIS CON IX moves to winter quarters at the Airport Hilton in Denver, Colo. This convention is sponsored by the Denver Gamers Association and the Colorado Military Historians. Events include all varieties of board, miniatures, computer, and role-playing games. The ever-popular game auction will make another appearance this year. Special gaming events include competitions in VICTORY IN THE PACIFIC, TITAN, CIVILIZATION, KINGMAKER, and ADVANCED SQUAD LEADER. The Colorado Military Historians will also sponsor one of the first qualifying rounds for the WRG Ancients National Championships. Registration is $12 until January 31, 1988, and $15 thereafter. Write to: Denver Gamers Association, P.O. Box 2945, Littleton CO 80161.

ORCCON 11, February 12-15, 1988

Brought to you by STRATEGICON, the people who also brought you ORIGINS '86, this gaming convention will be held at the Lost Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: ORCCON 11, c/o DTI, P.O. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

CONTEMPLATION 88
February 26-28, 1988

This science fiction, fantasy, and gaming convention will be held at the Ramada Inn in Columbia, Mo. Guests of honor include Jerry and Roberta Pournelle, and Larry Niven. J.R. Daniels is the artist guest of honor, and Keith Berdak is fan guest of honor. Events include an art show and auction, numerous panels, a masquerade, a video room, a huckster's room, gaming events, and more. Membership fees are $10 until December 16; thereafter, fees are $14. Write to: CONTEMPLATION, P.O. Box 7242, Columbia, MO. 65205.

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RPGA™ Network Headquarters
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  An encounter on the way to The Living City

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